The Magazine for Kids

Disney Adventures

MARCH 1992

EXPLORE!

FULL HOUSE'S
CANDACE CAMERON

SSSNAKES!

FUTURE CARS

CASEBUSTERS:
THE WALKING MUMMY

$1.95 Can $2.50

10130

0 925676 7 03

WIN A TO JAMAICA

NOT AVAILABLE UNTIL MARCH 1992.
No purchase necessary. For a free game card and complete rules send a stamped, self-addressed envelope to: Capri Sun Jamaican Game Card, PO Box 4913, Blair, NE 68009. Requests must be received by 10/9/92.

Capri Sun® 100% Natural® is a registered trademark of Capri Sun, Inc. ©1992
Adventure Island 2 is a trademark and ©1991 Hudson Soft USA, Inc.
Nintendo and Nintendo Entertainment System are trademarks of Nintendo of America Inc.● ©The Walt Disney Company,1992.

FAMILY TRIP INSTANTLY

OR WIN ONE OF OVER
10,000 PRIZES FROM
CAPRI SUN® 100% NATURAL®
LOOK INSIDE SPECIALLY MARKED 10-PACKS

HUDSON GROUP
HUDSON SOFT®

LICENSED BY
Nintendo

Disney Adventures
The Magazine for Kids

Disney COMICS

RED ERASER®
AVAILABLE AT NORDSTROMS, DILLARDS, RODNICKS AND BOYS WILL BE BOYS.
UNMISTAKABLE COOL CLOTHES
FOR MORE INFO CALL 213-488-9151

Disney Adventures

EDITORIAL

Editor: Tommi Lewis
Acting Art Director: Kim Komechak
Managing Editor: Suzanne Harper
Comics Editor: Marv Wolfman
Associate Editor: Andrew Ragan
Assistant Editors: John Cade, Karen Stillman
Design: Ellen Katsumoto, Juanita Kuan, Steven Stewart
Assoc. Comics Editor: Heidi MacDonald
Copy Editor: Catherine McCafferty
Editorial Assistant: Amy Cohen
Art Production: Bonnie Anderson, Jennifer Egger
Photo Editor: Elizabeth Smith
Staff Assistants: Krisy Reuter, Tammi Krekorian

BUSINESS

Publisher:
Lynn Lehmkuhl • (212) 633-4464
Eastern Advertising Manager:
Peggy Mansfield • (212) 633-4463
Account Manager:
Mark Rizzuto • (212) 000-0000
Marketing Services Manager:
Diane Franks • (212) 633-4407
Los Angeles, Western Ad Manager:
Alex A. Lilburn • (818) 973-4133
Manager, Sales Development:
Chip Eickmann • (407) 363-4924
Midwest Ad Representatives:
The Guenther Company
(312) 670-6800
Marketing Manager: Sally Prendergast
Manager, Magazine Development:
Emily Smith
Production Manager: Barbara Pietuch
Production Supervisor: Fran Schwartz
Circulation Director: Thomas Slater
Circulation Manager: Ron Dwelley
New Business Circulation Manager:
Donna Clarke
Account Executive: Leslie Villegas
Marketing Coordinator: Victoria Nan
Operations Supervisor: Ellen Stuart
Assistant to the Vice President:
John Talbott
Subscription Coordinator: Jan Ross
Circulation Consultants: Irwin Billman, Ralph Perricelli
National Distributor:
Time Distribution Services

Publishing Director: Michael Lynton
Vice President, Publishing: John Skipper
Executive Publishing Consultant:
Randy Achée

Hello!

Say you're in a time capsule, ***zooming*** to the year **2500**. When you get there, people ask you to describe New York City: "Was it **big?** Were there lots of people? How did they live?"

So you tell them the logical thing: *"Go there and see for yourself."* But these future people tell you that New York no longer exists. They say it was part of a lost civilization.

"Lost?" you ask. "How could a city get *lost*?"

Pretty **strange**, but it does happen. Just like the dinosaurs, entire groups of *people* have vanished from the earth. In fact, this issue's **Big Adventures** takes you back in **time** to four such lost civilizations. Adventure doesn't always happen in the present. Sometimes the past can be just as ***exciting***

Travel back in time...and

Adventure On!

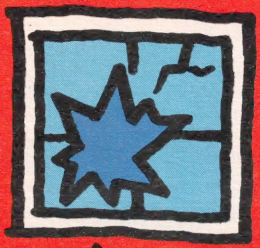
DISNEY ADVENTURES (ISSN#1050-2491)(ISBN 1-56115-275-7) is published monthly by Walt Disney Magazine Publishing Group, Inc. Principal offices: 500 South Buena Vista Street, The Burbank Centre, Suite 100, Burbank, CA 91521-6018 (818) 973-4150. Fax number: (818) 563-9344. **For subscriptions and customer service: (800) 877-5396.** Application to mail at second-class postage rates is pending at Burbank, CA and at additional mailing offices. POSTMASTER: Send address changes to DISNEY ADVENTURES, KABLE NEWS CO., Kable Square, Mt. Morris, IL 61054. Single copies $1.95 each. Subscription rate $19.95 per year.
©1992 THE WALT DISNEY COMPANY. All rights reserved. Reproduction in whole or part without written permission is prohibited. All materials sent to DISNEY ADVENTURES become the property of the magazine and may be reprinted without compensation or acknowledgment. Submissions cannot be returned unless accompanied by a self-addressed stamped envelope.

© 1991 Hershey Foods Corporation

gimme A

break

gimme A



break (ooops)

break me

A

off

OF thAt

peace?

Mmm!

KitKat bar

PASSPORT

TABLE OF CONTENTS • March 1992

ZIP CODE
PAGE 6 Letters From Our Readers

STREET
What's Happening
PAGE 9 Coolin' with Candace Cameron
13 Entertainment News

Disney's
DUCKTALES
PAGE 18 "Return to the Moon"

BACKPACK
A Guide to the World
PAGE 35 Snake Scientists

Disney's
DARKWING DUCK
PAGE 44 "The Found World"

BIG Adventures
PAGE 53 **LOST CIVILIZATIONS**
- Egypt: Mummies
- Troy: The Trojan Horse
- China: Terra-cotta Soldiers
- Roman Empire: Buried Under a Volcano!
- Lost Cities
- Famous Leaders

BIG ADVENTURES COMIC
PAGE "Son of the Sun" 68

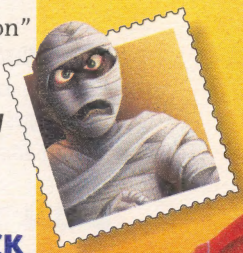
CYBER
Kidtech and Science
PAGE
Future Cars 76
Solving Ancient Riddles 80
CyberGames 83
Fun Fax 86

Disney's
TALE SPIN
PAGE "The Gates of Shambhala, Part 1—The Silver Tongue" 87

IMPULSE
Action Guide
PAGE
Going for the Gold 103
Olympic Trivia 110
Brother/Sister Speedskaters 112

POCKET
Anything Goes
PAGE Short Story: "The Casebusters: The Mummy Who Walks" 114

XOXXOX
PAGE Puzzles, Games and Activities 120



Zip Code
MAIL TO ADVENTURES

ALL IN THE FAMILY

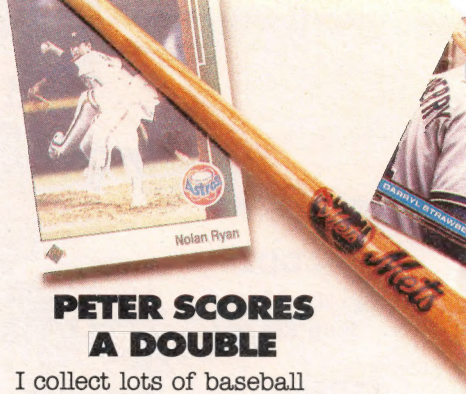
I like your comics, Cyber and Big Adventures. Sometimes my brother (Shawn) and my father (Cliff) read my DISNEY ADVENTURES.

Elvis Cooper, 8
Ontario, Canada

PICTURE THIS

I really love your magazine. My favorite one had Neil Patrick Harris on the cover. I really like the stuff you give away, like the Monster Cards. I also love pizza and playing soccer. My mom took this picture of me reading DISNEY ADVENTURES.

Peter Locascio, 10
Atlantic Highlands,
New Jersey



PETER SCORES A DOUBLE

I collect lots of baseball cards. I have lots of Nolan Ryan cards (more than 14). Once, I got two Darryl Strawberry cards in one pack! My favorite team is the Mets.

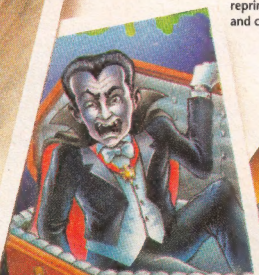
Peter Stevens, 8
Walworth, New York

It's good to hear from a baseball buff. Look for an article on how some baseball players got their nicknames in a spring issue of D.A.

DON'T YOU 'C'?

Thanks for writing in your magazine about C&C Music Factory. They're my favorite group, and I like to read about them.

Elyse Petterson, 12
Pleasanton, California



PHOTOGRAPHY E.K. WALLER PROPPING JENNIFER EGGER

All materials become the property of DISNEY ADVENTURES. They may be reprinted without compensation and cannot be returned

SOLO SATURDAY

It's a grumpy old Saturday morning. My friends and I would be playing, but they had to go somewhere. My orange (with white feet) kitten, Sneakers, would be around, trampling all over my desk, but my door is shut. Here's a picture of me with my cousin, going down the driveway on a sled last winter.

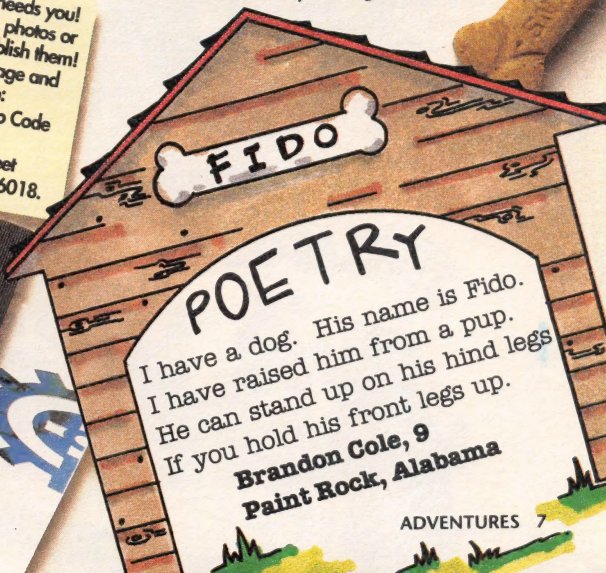
Lindsay Taylor, 10
Charlotte, North Carolina

DISNEY ADVENTURES needs you! Send us your letters, poems, photos or drawings, and we might publish them! (Don't forget to include your age and phone number.) Mail them to:
DISNEY ADVENTURES, Zip Code
Disney Publications
500 South Buena Vista Street
Burbank, California 91521-6018.

MAIL MAN

I'm glad that I got a subscription to your magazine because I found all kinds of cool stuff inside. So far, I've entered two surveys, entered a sales club and ordered a catalog. I think your magazine is cool because of the interviews with stars.

Tommy Chesser, 9
Baltimore, Maryland


FIDO
POETRY
I have a dog. His name is Fido.
I have raised him from a pup.
He can stand up on his hind legs
If you hold his front legs up.
Brandon Cole, 9
Paint Rock, Alabama

Zip Code

The Disney Afternoon Gallery

It seems as if a lot of you spend your afternoons *watching* Disney on TV and the rest of your free time *drawing* Disney characters (and of course, *reading* DISNEY ADVENTURES!). Here are just a few of the dynamite drawings you've sent. Keep 'em coming!

CANDACE CAMERON

When she first came to series television in 1987 as one of the stars of "Full House" (after four auditions!), Candace Cameron was mostly known as "Growing Pains" superstar Kirk Cameron's kid sister. But now, almost five years later, with "Full House" as one of television's top shows, Candace is a superstar in her own right. DISNEY ADVENTURES caught up with the 15-year-old at the Hollywood soundstage where "Full House" is filmed. We found out Candace doesn't mind kissing boys on TV, but she does not have a real-life boyfriend. She lives at home with her mom, dad and two older sisters, Bridgette and Melissa. (Kirk recently moved out when he married Chelsea Noble.) She hates vegetables, especially broccoli, and she does not have a nickname. She also says she has no favorites on her "Full House" family...she likes everyone the same.

Candace is very shy and sweet. But behind those shining, smiling eyes is one very smart—and grown-up—teen. ➜

PHOTOGRAPHY: MICHAEL GRECCO / OUTLINE HAIR & MAKE-UP: MATT DANNON ILLUSTRATION: NED SHAW

How do you think you've changed in the five years you've been on "Full House"?

A: Because I'm in an adult world—y'know, having a job at my age—I think maybe I've learned some things quicker about the business world.

What was your first acting job?

A: I started in commercials, and my very first one, I think, was for an insurance company. It never ran.

Do you ever get nervous doing your show in front of a live audience?

A: No. I'm used to it. The only time I get nervous in front of a camera is when I'm completely live on the air, like doing telethons. You don't get a second chance if you make a mistake.

Your hair gets longer every season. Do you think you'll ever cut it?

A: I've thought about it. And I'll play around with it sometimes and pin it up and see what it looks like. But I don't think I could go through with it. And I don't think the producers of our show would be happy about it!

Who's your best friend?

A: My friend Ryan Rock. I've known him since I was four.

Your best friend is a boy?

A: Yeah. Our families were best friends. And we've always hung out together. He's a year younger than me. He's been my buddy through everything.

Does being a TV star interfere with your school or social life?

A: Last year, I had only a tutor for my schooling, which was nice at the time. But the social part wasn't great. I had my few friends, but I wasn't able to just go and hang out with a

bunch of people and go to the movies in groups or stuff. But I started private school this year, which is really cool. I made a bunch of new friends.

Do you want to continue acting, go on to college, or both?

A: I don't know. When I was younger, I never thought about it. When I started this, it was just something that I really thought was fun and neat. I've never really thought about any other things yet because it's going so well for me.

But you probably will go to college?

A: I'm in tenth grade now and I plan to go—and probably study film. I'd like to stay in the entertainment industry.

Being a TV star, you must get to meet a lot of people. Who would you still like to meet?

A: Kevin Costner!

Do you get an allowance?

A: No. Just basically anytime I need money, I'll ask. But I've never abused the privilege at all. 'Cause if I do, I know I won't be able to next time.

What do you spend your money on?

A: I *love* going clothes shopping. We go to the mall near here on Thursdays because we get a three-hour lunch-break. I usually bring home something every week, which is pretty sick, but...

What's the best present you've ever received?

A: A computer. I was so surprised. It was Christmas and this huge gift was wrapped in, like, a big trash bag. I do a lot of schoolwork on it—typing essays and reports. Other times I use it for games.

Besides "Full House," what do you watch on TV?

A: I like sitcoms like "Who's the Boss?" and "Family Matters." I don't watch dramas like "L.A. Law."

What about music?

A: I like everything but hard rock and heavy metal.

One last question: Do kids ask you for acting advice all the time?

A: If I had to give some advice on acting, I would probably just encourage people to be natural and be themselves. You should really only get into it if you want to—not because someone is pushing you into it. And it's not all glamor.

—Jim McCairnes

COVER PATROL

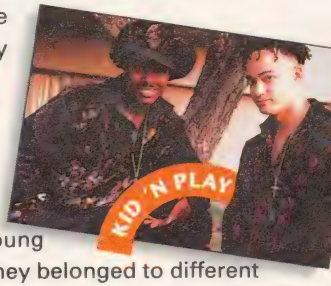
Thanks to Leila M. Wolfenberger from Fort Worth, TX; Casey Goslin from Phoenix, AZ; John Callens from Pickwick Dam, TN; Geoffrey Cravero from Miami, FL; Onisha Moore from El Toro, CA; Rashelle Sanon from Miami, FL; Laura Merrison from Tosa, WI; Zoya Prepelitsky from San Francisco, CA; Steve Kolk from Peekskill, NY; Katie Gajewski from Elmhurst, IL; Sarah Christian from Livingston, LA; Alee Chapman from Victoria, B.C., Canada; Paul Dadisman from Manly, IA; Nichole Finch from Mount Pleasant, SC; Matt Burgess from Topeka, KS; Vanessa Hartman from Pittsburgh, PA; Jeff Wright from Mulberry, FL; Judy Kim from Williamsburg, VA; Heather Judkins from Pine Bluff, AR; James Ford, Jr. from Shirley, NY; Jennifer Aubut from Cresskill, NJ; and Jeff Bixby and Seth Johnson from Kennewick, WA for helping us out with questions for Candace Cameron.

If you want to be a part of our Cover Patrol, send in your letter saying who you think we should have on our cover and what questions you would ask him or her. Send this to: DISNEY ADVENTURES Cover Patrol
Disney Publications
500 South Buena Vista Street
Burbank, CA 91521-6018.

TICKET
YOUR ENTERTAINMENT GUIDE

MUSIC

DISNEY ADVENTURES scored big recently when it was announced on a local radio show that **Boyz II Men** were at a Chevron station, pumping gas. Minutes later, **Shawn** was showing us his cane and **Michael** joined the action. **Nate** told us they were coolin' in Los Angeles, getting pumped for their tour—along with **Another Bad Creation**, **Bell Biv DeVoe** and **M.C. Brains**—which starts in April. **Wanya** said that the 'Boyz' put their look together, and fans only recognize them when they are at the mall as a group. . . . ■ Currently opening for **Paula Abdul** is a real good group, **Color Me Badd**. CMB—**Sam Watters**, **Bryan Abrams**, **Mark Calderon** and **Kevin Thornton**—met in high school and they've been harmonizing for six years. After college, they auditioned for everybody: **Huey Lewis**, **Toni! Tony! Tone!**, even **Bon Jovi**. After opening for Bon Jovi, they said, "It was pretty wild singing *a cappella* blues in front of a heavy metal crowd." CMB's third single, "**All for Love**," is super-hot. Don't be surprised if you're hearing these 21-year-old singers for a long time. . . . ■ In between House Parties, **Kid 'N Play** are watching their new single, "**Ain't Gonna Hurt Nobody**," climb the R&B charts. Kid (**Christopher Reid**) and Play (**Christopher Martin**) met while growing up in New York City. Rap brought them together. Kid says, "It seemed the perfect way to express ourselves, and it made you popular with the young ladies." They belonged to different bands, but got together when their groups broke up. Then Kid 'N Play moved to Hollywood, and started filming movies, as well as rapping. (Their new movie, ***A Class Act***, is out in April.) . . . ■ Ever wonder where singers get their ideas? Well, "**(I Wanna) Be Like Mike**" is based on **Michael Jordan**'s Gatorade commercial. Rapped by **Jay Johnson**, the cassette single has the original version as well as an extended dance mix.



Fourteen-year-old **Jenna von Oy** plays Six, the boy-crazy best friend of Blossom Russo (Mayim Bialik) on "**Blossom**." Off camera, Jenna is more sophisticated than Six. She's very close to her family, especially brothers Peter and Tyler, and sister Alyssa. "But," she says, "Six and I dress pretty much the same." Jenna uses a lot of her own experiences to help her act. When she has to cry on camera, "I remember a good friend

SHORT TAKES

He's wrestled pythons twice his size, been tickled by tarantulas and eaten lions. And that's just a typical day for 11-year-old Corey Carrier, star of the new series, "The Young Indiana Jones Chronicles." This show, produced by George Lucas (*Star Wars*), tells what happened to Indy when he was a kid. The episodes are filmed on location all over the world. DISNEY ADVENTURES caught up with Corey on his way to Czechoslovakia.

Q: Where have you shot some of Indy's adventures?

A: I went to Africa, and spent two weeks with the Masai tribe. That was the best. I got to work with snakes. They are really cool—not as bad as people think. Also, I got to see how the Masai live, which is a different way of life. They use stuff from trees, mixed with red dye, to paint their bodies red. If they're bald, they paint their whole heads, too. The men have really long hair, and they wear huge rings around their necks to stretch them. Also, I was surprised that they had pets. I didn't think they would have them.

Q: Did you try any new foods in Africa?

A: Yeah. They took us to this place that served zebra, lion, snake—which tastes like chicken—gazelle and alligator, which I didn't like because it was too fishy.

Q: Where did you go next?

A: We went to Spain and then to Egypt. I checked out the pyramids. There was a tarantula in the Egypt episode. I like the snakes more. The tarantulas are too hairy, and they tickle because they walk on you with six legs.

Q: Were you scared at all?

A: I was a little nervous at first, but not as scared as the other actor.

Q: What was your next stop?

who was having a hard time, and what he felt like. That helps me to cry." When asked about kissing on TV, she says, "I get nervous before a kiss because I am always wondering what the audience is thinking." Who would she love to kiss? **Luke Perry**. "I'm a very big '**90210**' fan. When I'm not home, I get my dad to tape it for me. Every Friday, Mayim and I discuss it. It's only a good show if Luke Perry is on."... ■ A new cartoon crime-buster, "**James Bond Jr.**," is the nephew of the original JB. From his English boarding school, he and his friends solve the crimes of S.C.U.M. members. "James Bond Jr." is produced by the company that does the James Bond movies, and its animation is by the guys who do the "**Teenage Mutant Ninja Turtles**" series. Also, check out a new set of James Bond Jr. books and accessories, due out this spring.

A: We flew to China. I messed around with chopsticks. The Peking Duck is wicked good. For the show, I get to ride in a rickshaw, chasing these bad guys, and help save a small town. At one point, I get sick so I have to go to an acupuncturist [someone who pokes you with needles to cure an illness]. It didn't do that much for my character.

Q: What did you do in China when you weren't filming?

A: Visited the Great Wall. It's pretty cool. The emperor who built the Great Wall did it to keep the Mongols out. He killed all his enemies, then used the stones from their estates to build it.

Q: What are you going to do when you finally go home to Massachusetts?

A: Hang out with my friends. Go back to school. Play with our dog Brandon and our three cats. My best friend Danny and I each have a cat named Smokey.

Q: No more zebra snacks?

A: I think I'll hold out for McDonald's!

MOVIES

John Candy and **Jim Belushi** are just two of the many suspects in ***Once Upon a Crime***, a crazy new whodunit out in February or March. The story's about a missing dachshund, a dead body, and a dim-witted detective. With all the crumbling alibis and zany plot twists, there are more loose ends in this movie than on a frayed rope! . . . Wayne and Garth are finally getting out of their basement in the movie version of **"Wayne's World."** If you haven't seen the "show" on **"Saturday Night Live,"** here's a guide to "Wayne's World" lingo:

Party on!	**Have a great time.**
No way.	**It'll never happen.**
Way!	**It'll happen. (Usually said after No way.)**
Excellent.	**Totally cool.**
NOT!	**"I don't *think* so."**

VIDEO

Here are videos that will get you in the gold, silver and bronze mood.

❄ ***American Anthem:*** **Janet Jones** (**Mrs. Wayne Gretzky**) and Olympic gold medalist **Mitch Gaylord** star as gymnasts.

❄ ***Animalympics:*** Summer and winter events are combined in these animated animal games.

❄ ***Downhill Racer:*** A new member of the ski team must prove himself. Awesome racing footage.

❄ ***Ice Castles:*** After losing her sight, an Olympic skater must relearn to skate.

Start

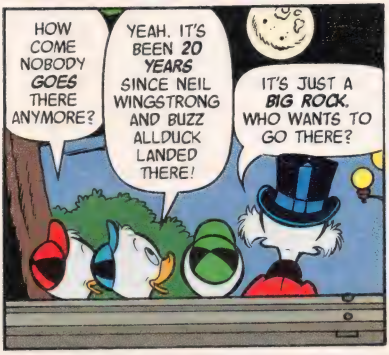
It's amazing all the fun you can have with M&M's®

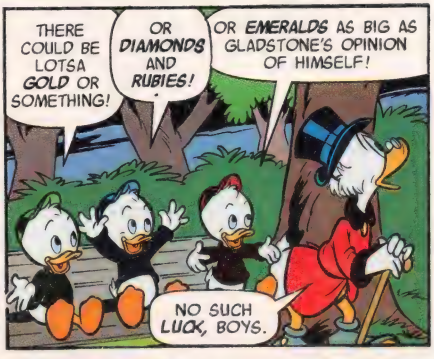
Can you find the way to the delicious "M&M's"® Chocolate Candies treasure?

"m·m·" and "m" Plain and Peanut characters are registered trademarks of Mars, Inc. © Mars, Incorporated 1992

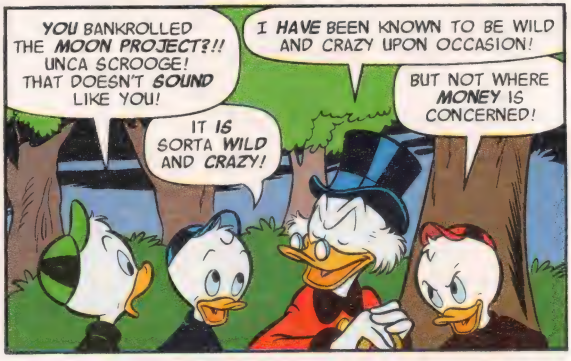
Disney's DuckTales

"Return to the Moon"

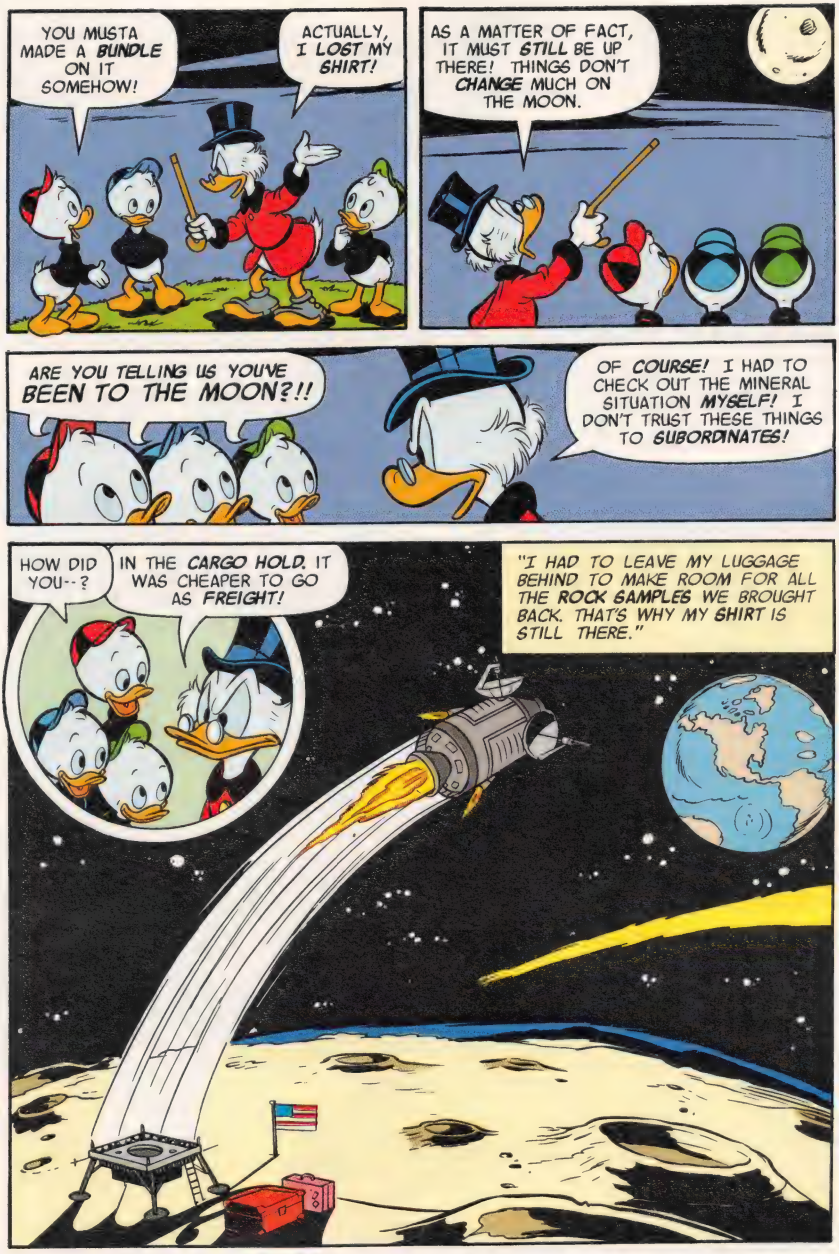

HOW COME NOBODY GOES THERE ANYMORE?
YEAH. IT'S BEEN 20 YEARS SINCE NEIL WINGSTRONG AND BUZZ ALLDUCK LANDED THERE!
IT'S JUST A BIG ROCK. WHO WANTS TO GO THERE?

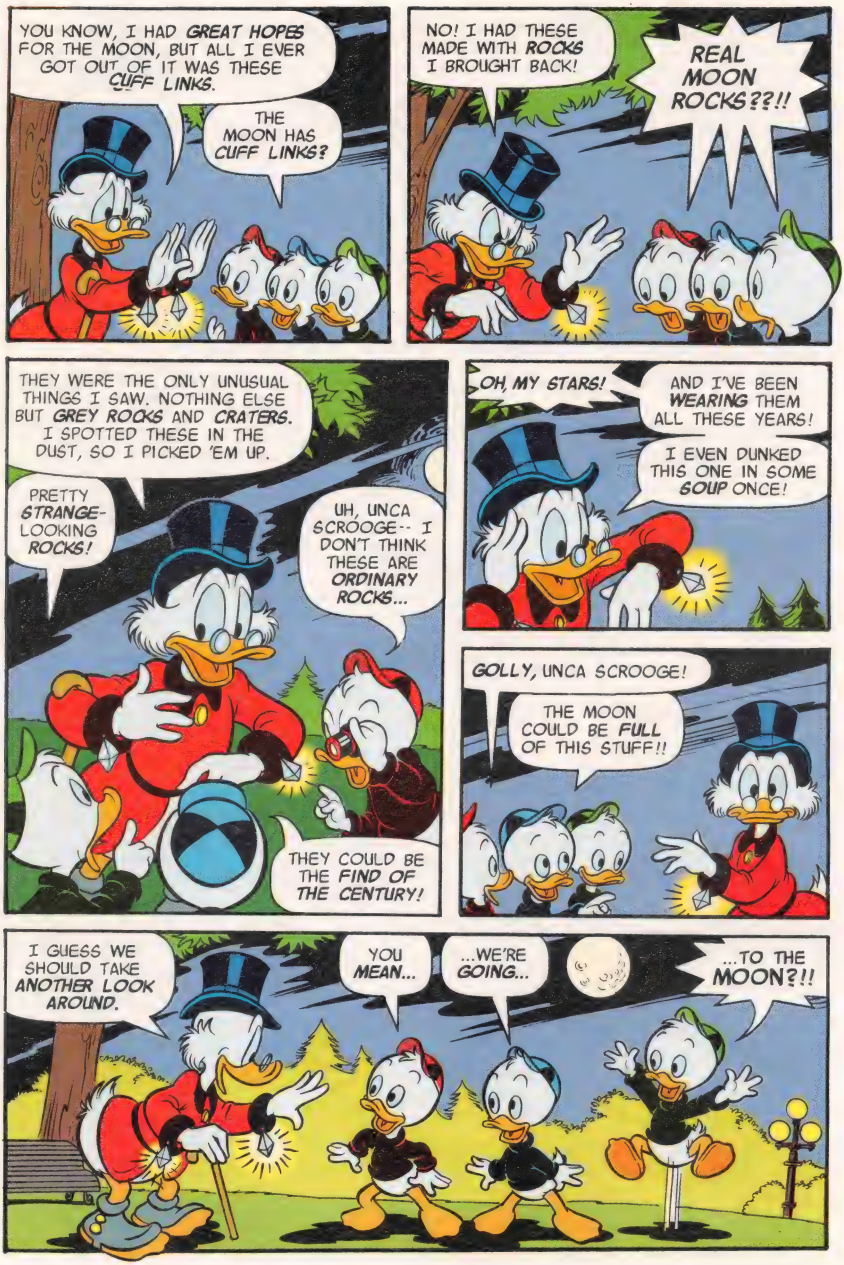

THERE COULD BE LOTSA GOLD OR SOMETHING!
OR DIAMONDS AND RUBIES!
OR EMERALDS AS BIG AS GLADSTONE'S OPINION OF HIMSELF!
NO SUCH LUCK, BOYS.

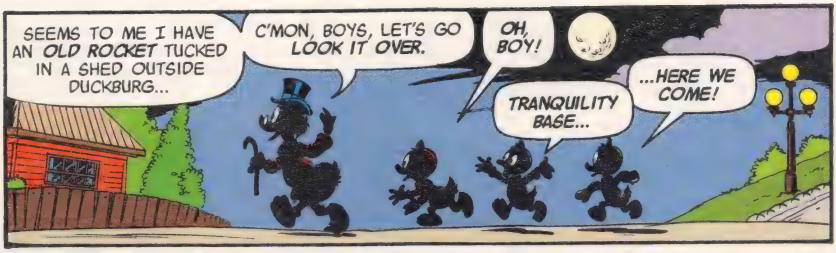
I'VE HAD IT THOROUGHLY ANALYZED. SINCE I FINANCED THE ORIGINAL PROJECT, MCDUCK ENTERPRISES CONTROLS THE MINERAL RIGHTS TO THE MOON.

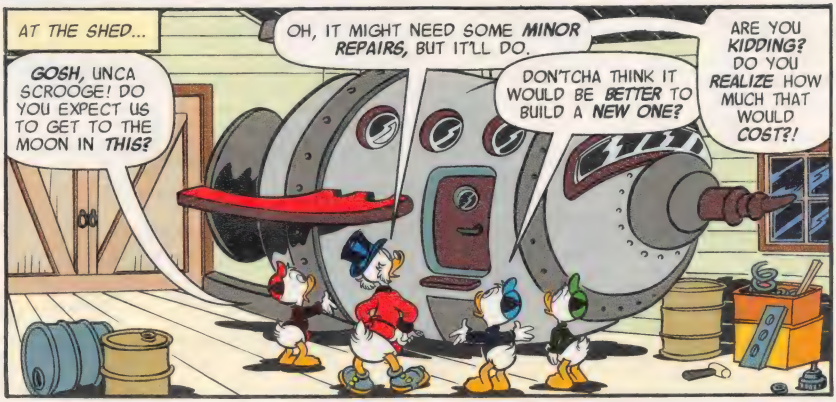

YOU BANKROLLED THE MOON PROJECT?!! UNCA SCROOGE! THAT DOESN'T SOUND LIKE YOU!
I HAVE BEEN KNOWN TO BE WILD AND CRAZY UPON OCCASION!
BUT NOT WHERE MONEY IS CONCERNED!
IT IS SORTA WILD AND CRAZY!

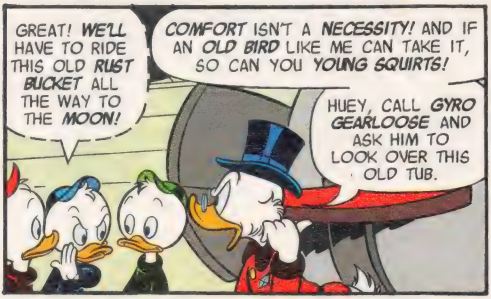
WRITER: JOHN BLAIR MOORE PENCILS: WALTER GATTINO INKS: R. TORREIRO, R. BAT & C. PAURA LETTERING: DAVID COOY WEISS COLORING: VALERIE DAL CHELE

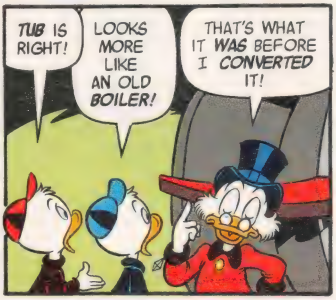

YOU MUSTA MADE A BUNDLE ON IT SOMEHOW!
ACTUALLY, I LOST MY SHIRT!
AS A MATTER OF FACT, IT MUST STILL BE UP THERE! THINGS DON'T CHANGE MUCH ON THE MOON.
ARE YOU TELLING US YOU'VE BEEN TO THE MOON?!!
OF COURSE! I HAD TO CHECK OUT THE MINERAL SITUATION MYSELF! I DON'T TRUST THESE THINGS TO SUBORDINATES!
HOW DID YOU--?
IN THE CARGO HOLD. IT WAS CHEAPER TO GO AS FREIGHT!
"I HAD TO LEAVE MY LUGGAGE BEHIND TO MAKE ROOM FOR ALL THE ROCK SAMPLES WE BROUGHT BACK. THAT'S WHY MY SHIRT IS STILL THERE."

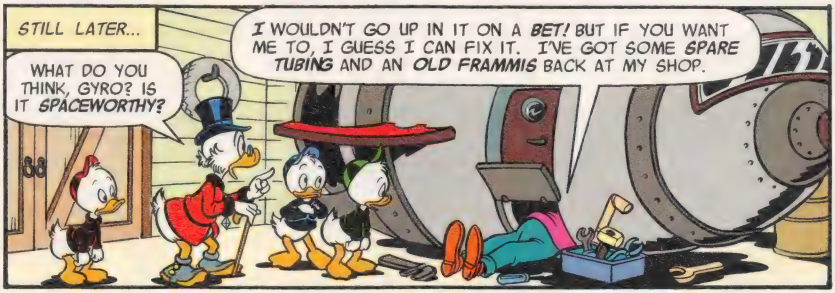

YOU KNOW, I HAD GREAT HOPES FOR THE MOON, BUT ALL I EVER GOT OUT OF IT WAS THESE CUFF LINKS.
THE MOON HAS CUFF LINKS?
NO! I HAD THESE MADE WITH ROCKS I BROUGHT BACK!
REAL MOON ROCKS??!!
THEY WERE THE ONLY UNUSUAL THINGS I SAW. NOTHING ELSE BUT GREY ROCKS AND CRATERS. I SPOTTED THESE IN THE DUST, SO I PICKED 'EM UP.
PRETTY STRANGE-LOOKING ROCKS!
UH, UNCA SCROOGE-- I DON'T THINK THESE ARE ORDINARY ROCKS...
THEY COULD BE THE FIND OF THE CENTURY!
OH, MY STARS!
AND I'VE BEEN WEARING THEM ALL THESE YEARS!
I EVEN DUNKED THIS ONE IN SOME SOUP ONCE!
GOLLY, UNCA SCROOGE!
THE MOON COULD BE FULL OF THIS STUFF!!
I GUESS WE SHOULD TAKE ANOTHER LOOK AROUND.
YOU MEAN...
...WE'RE GOING...
...TO THE MOON?!!

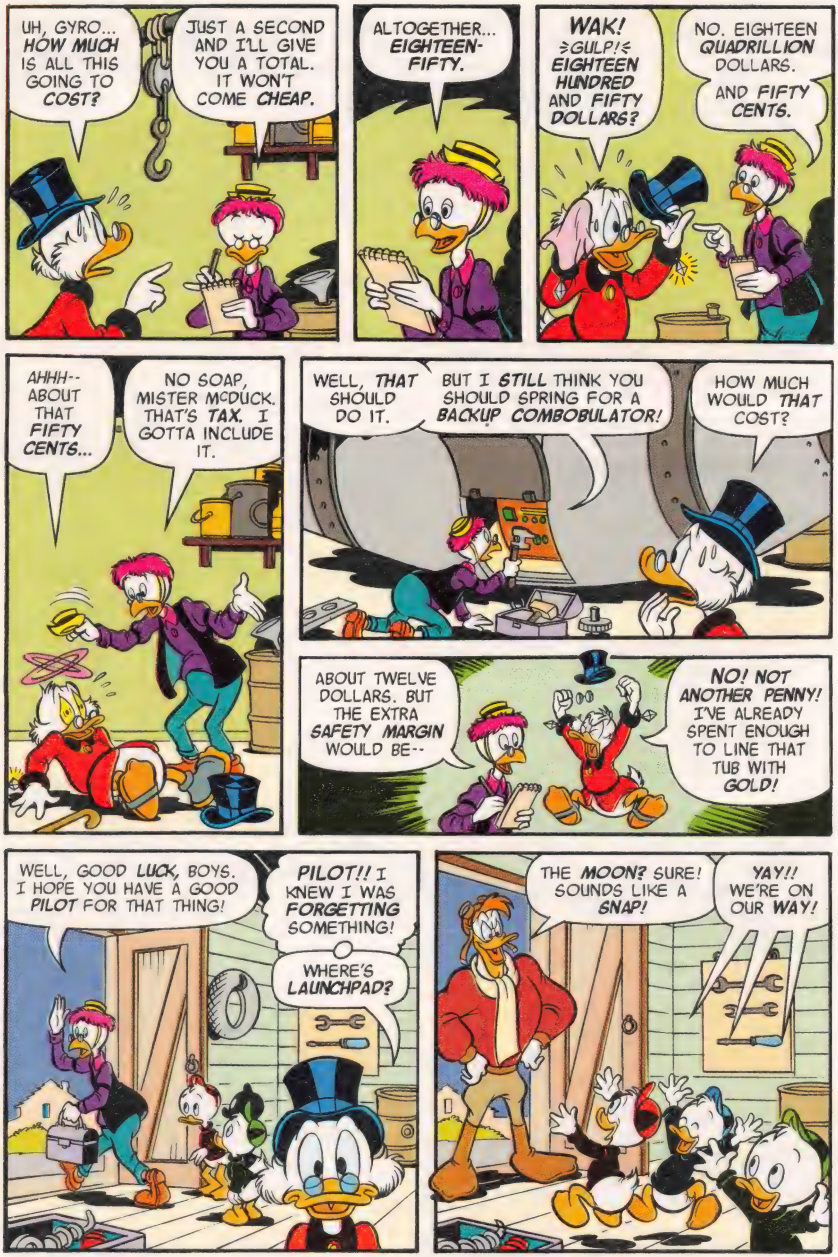

SEEMS TO ME I HAVE AN OLD ROCKET TUCKED IN A SHED OUTSIDE DUCKBURG...
C'MON, BOYS, LET'S GO LOOK IT OVER.
OH, BOY!
TRANQUILITY BASE...
...HERE WE COME!

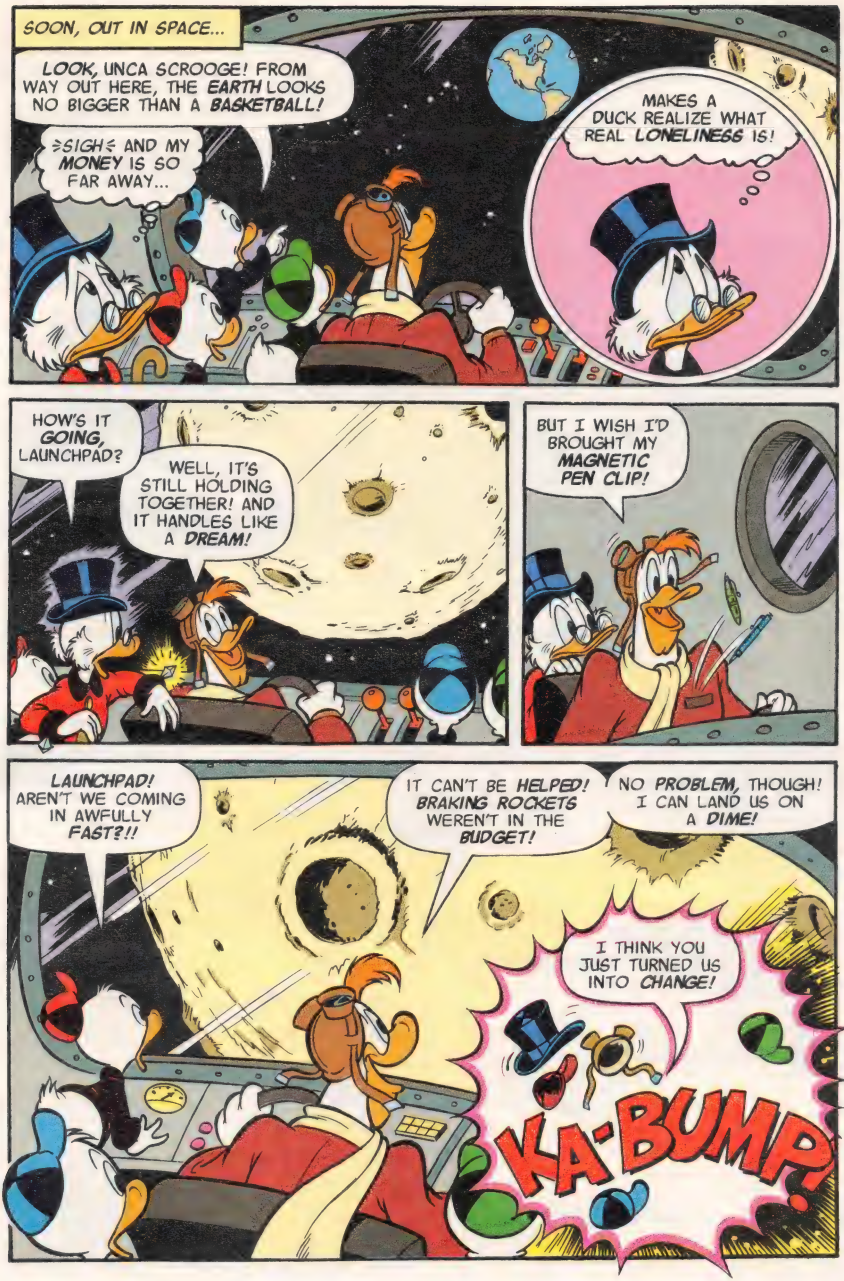

AT THE SHED...
GOSH, UNCA SCROOGE! DO YOU EXPECT US TO GET TO THE MOON IN THIS?
OH, IT MIGHT NEED SOME MINOR REPAIRS, BUT IT'LL DO.
DON'TCHA THINK IT WOULD BE BETTER TO BUILD A NEW ONE?
ARE YOU KIDDING? DO YOU REALIZE HOW MUCH THAT WOULD COST?!

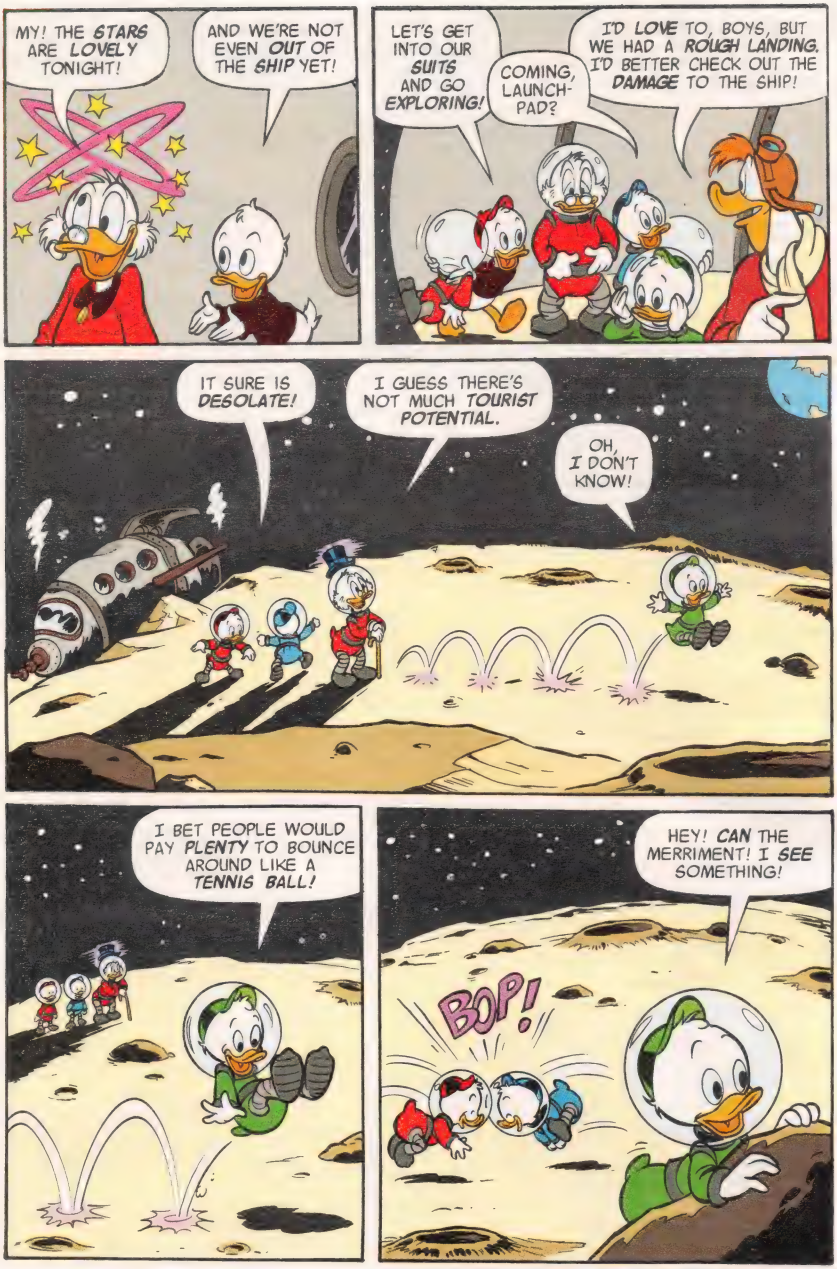

GREAT! WE'LL HAVE TO RIDE THIS OLD RUST BUCKET ALL THE WAY TO THE MOON!
COMFORT ISN'T A NECESSITY! AND IF AN OLD BIRD LIKE ME CAN TAKE IT, SO CAN YOU YOUNG SQUIRTS!
HUEY, CALL GYRO GEARLOOSE AND ASK HIM TO LOOK OVER THIS OLD TUB.

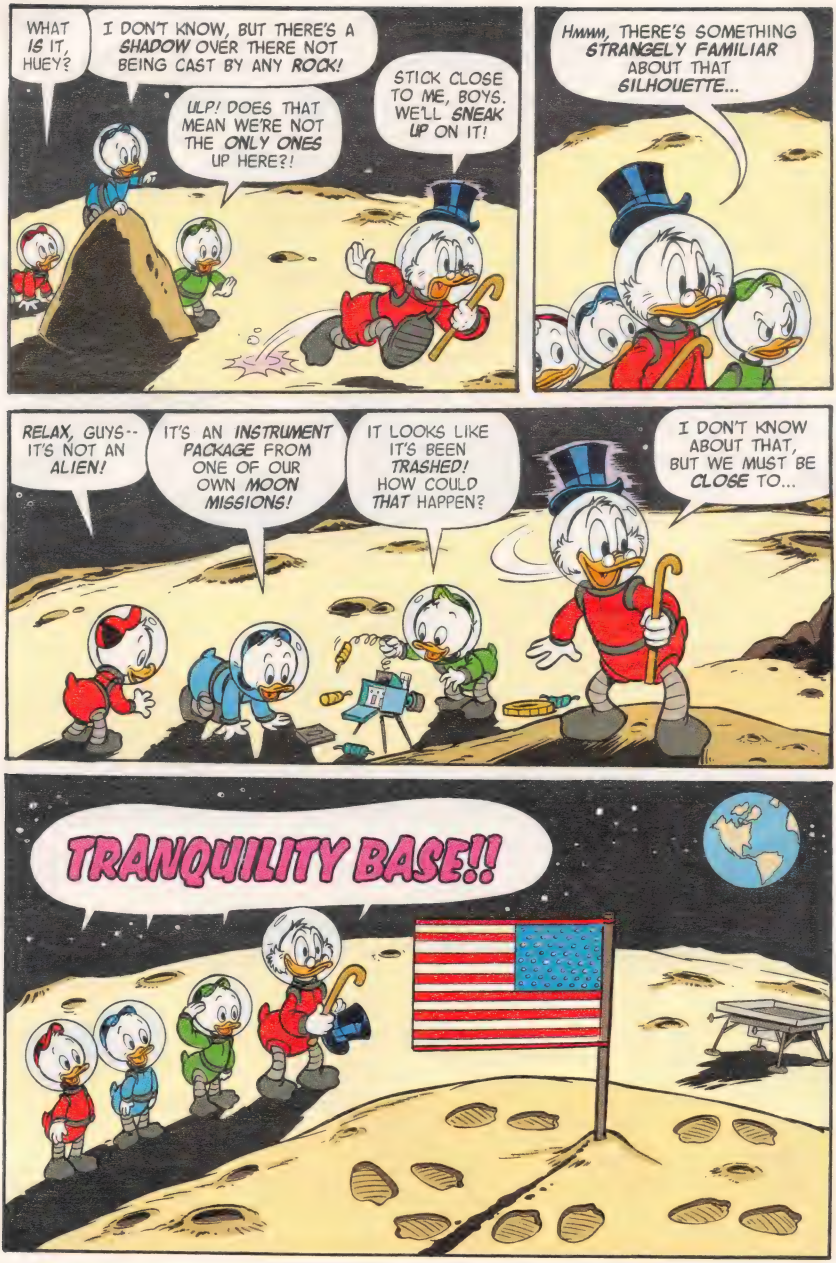

TUB IS RIGHT!
LOOKS MORE LIKE AN OLD BOILER!
THAT'S WHAT IT WAS BEFORE I CONVERTED IT!

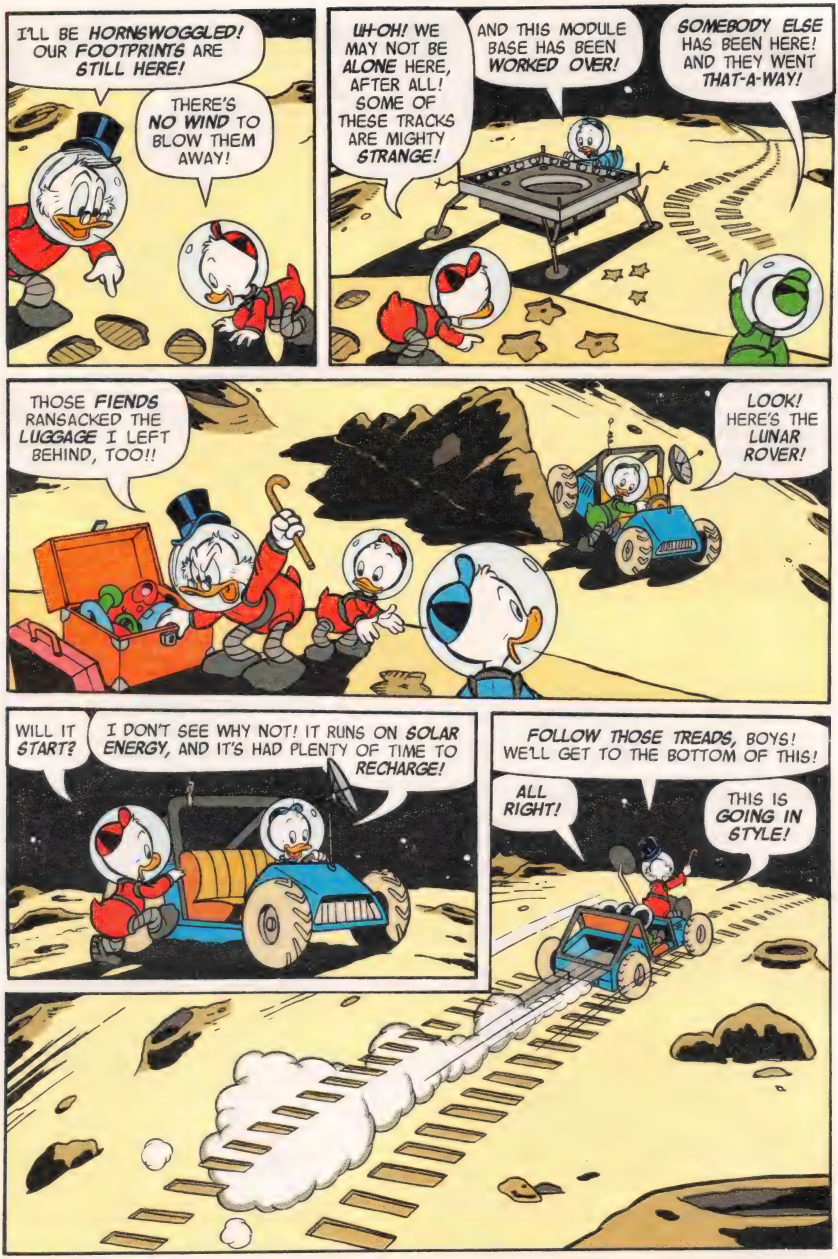

STILL LATER...
WHAT DO YOU THINK, GYRO? IS IT SPACEWORTHY?
I WOULDN'T GO UP IN IT ON A BET! BUT IF YOU WANT ME TO, I GUESS I CAN FIX IT. I'VE GOT SOME SPARE TUBING AND AN OLD FRAMMIS BACK AT MY SHOP.

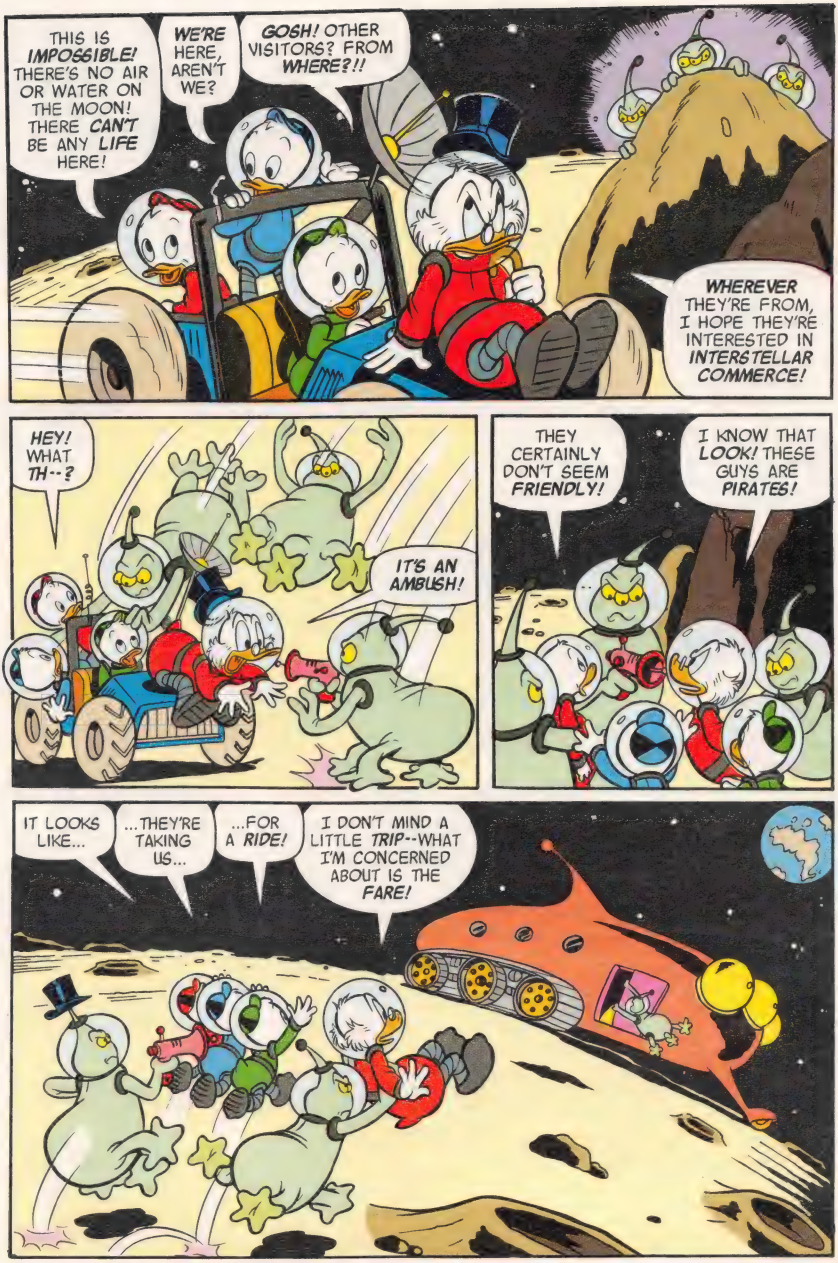

UH, GYRO... HOW MUCH IS ALL THIS GOING TO COST?
JUST A SECOND AND I'LL GIVE YOU A TOTAL. IT WON'T COME CHEAP.
ALTOGETHER... EIGHTEEN-FIFTY.
WAK! ≥GULP!≤ EIGHTEEN HUNDRED AND FIFTY DOLLARS?
NO. EIGHTEEN QUADRILLION DOLLARS.
AND FIFTY CENTS.
AHHH-- ABOUT THAT FIFTY CENTS...
NO SOAP, MISTER McDUCK. THAT'S TAX. I GOTTA INCLUDE IT.
WELL, THAT SHOULD DO IT.
BUT I STILL THINK YOU SHOULD SPRING FOR A BACKUP COMBOBULATOR!
HOW MUCH WOULD THAT COST?
ABOUT TWELVE DOLLARS. BUT THE EXTRA SAFETY MARGIN WOULD BE--
NO! NOT ANOTHER PENNY! I'VE ALREADY SPENT ENOUGH TO LINE THAT TUB WITH GOLD!
WELL, GOOD LUCK, BOYS. I HOPE YOU HAVE A GOOD PILOT FOR THAT THING!
PILOT!! I KNEW I WAS FORGETTING SOMETHING!
WHERE'S LAUNCHPAD?
THE MOON? SURE! SOUNDS LIKE A SNAP!
YAY!! WE'RE ON OUR WAY!

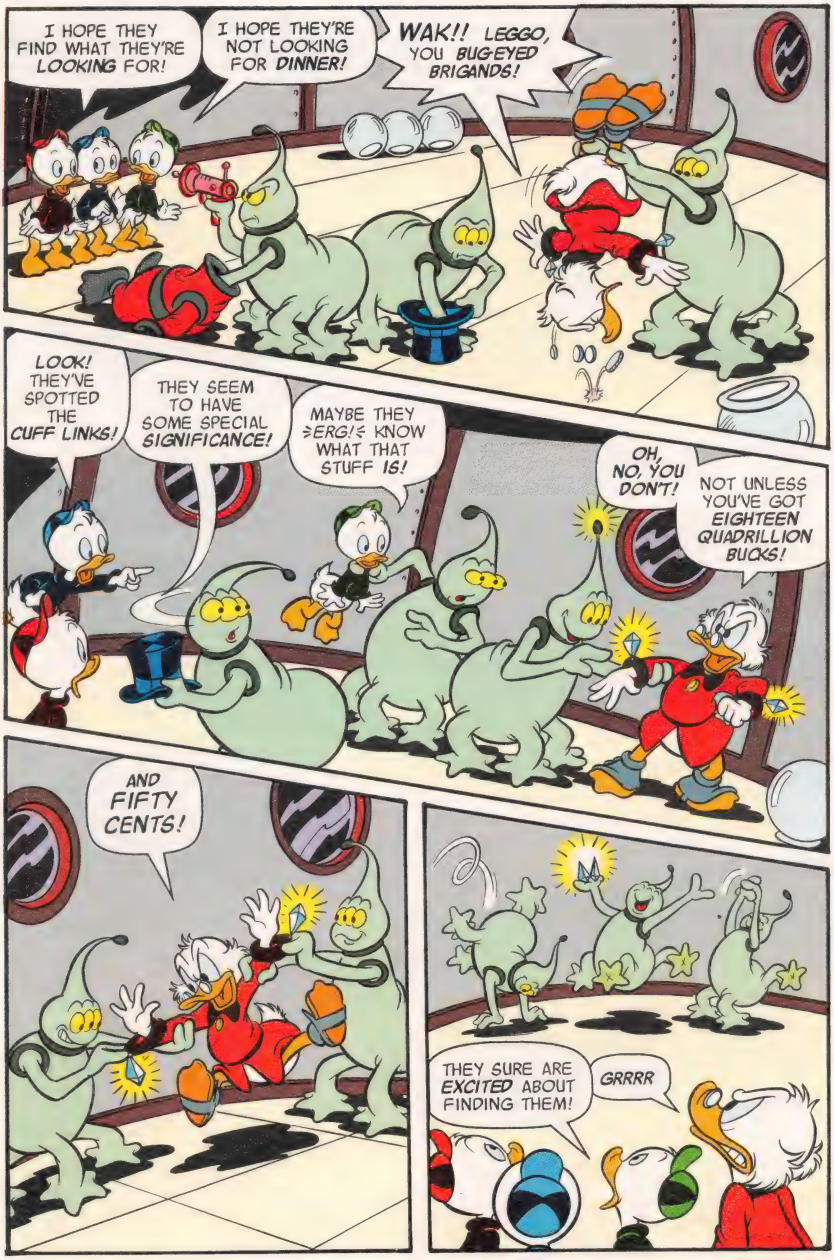

SOON, OUT IN SPACE...
LOOK, UNCA SCROOGE! FROM WAY OUT HERE, THE EARTH LOOKS NO BIGGER THAN A BASKETBALL!
>SIGH< AND MY MONEY IS SO FAR AWAY...
MAKES A DUCK REALIZE WHAT REAL LONELINESS IS!
HOW'S IT GOING, LAUNCHPAD?
WELL, IT'S STILL HOLDING TOGETHER! AND IT HANDLES LIKE A DREAM!
BUT I WISH I'D BROUGHT MY MAGNETIC PEN CLIP!
LAUNCHPAD! AREN'T WE COMING IN AWFULLY FAST?!!
IT CAN'T BE HELPED! BRAKING ROCKETS WEREN'T IN THE BUDGET!
NO PROBLEM, THOUGH! I CAN LAND US ON A DIME!
I THINK YOU JUST TURNED US INTO CHANGE!
KA-BUMP!

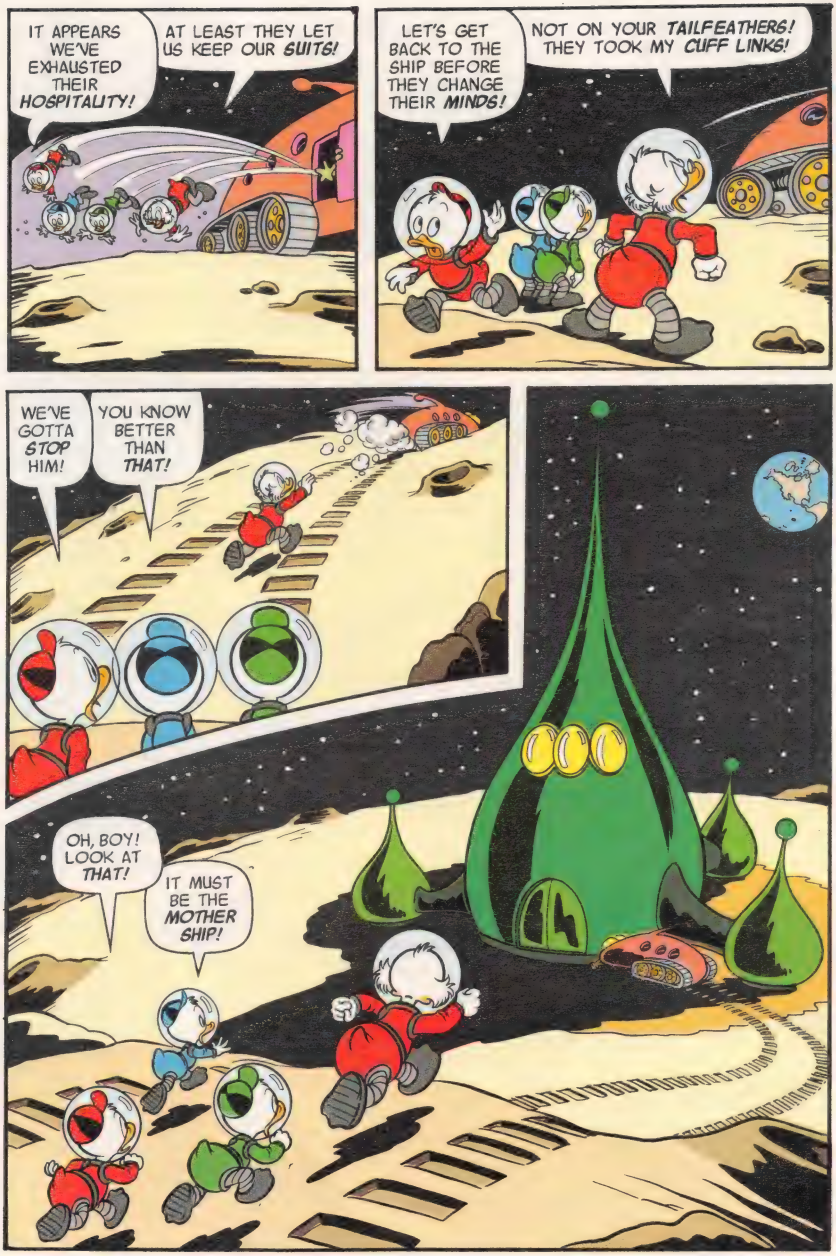

MY! THE STARS ARE LOVELY TONIGHT!
AND WE'RE NOT EVEN OUT OF THE SHIP YET!
LET'S GET INTO OUR SUITS AND GO EXPLORING!
COMING, LAUNCH-PAD?
I'D LOVE TO, BOYS, BUT WE HAD A ROUGH LANDING. I'D BETTER CHECK OUT THE DAMAGE TO THE SHIP!
IT SURE IS DESOLATE!
I GUESS THERE'S NOT MUCH TOURIST POTENTIAL.
OH, I DON'T KNOW!
I BET PEOPLE WOULD PAY PLENTY TO BOUNCE AROUND LIKE A TENNIS BALL!
HEY! CAN THE MERRIMENT! I SEE SOMETHING!
BOP!

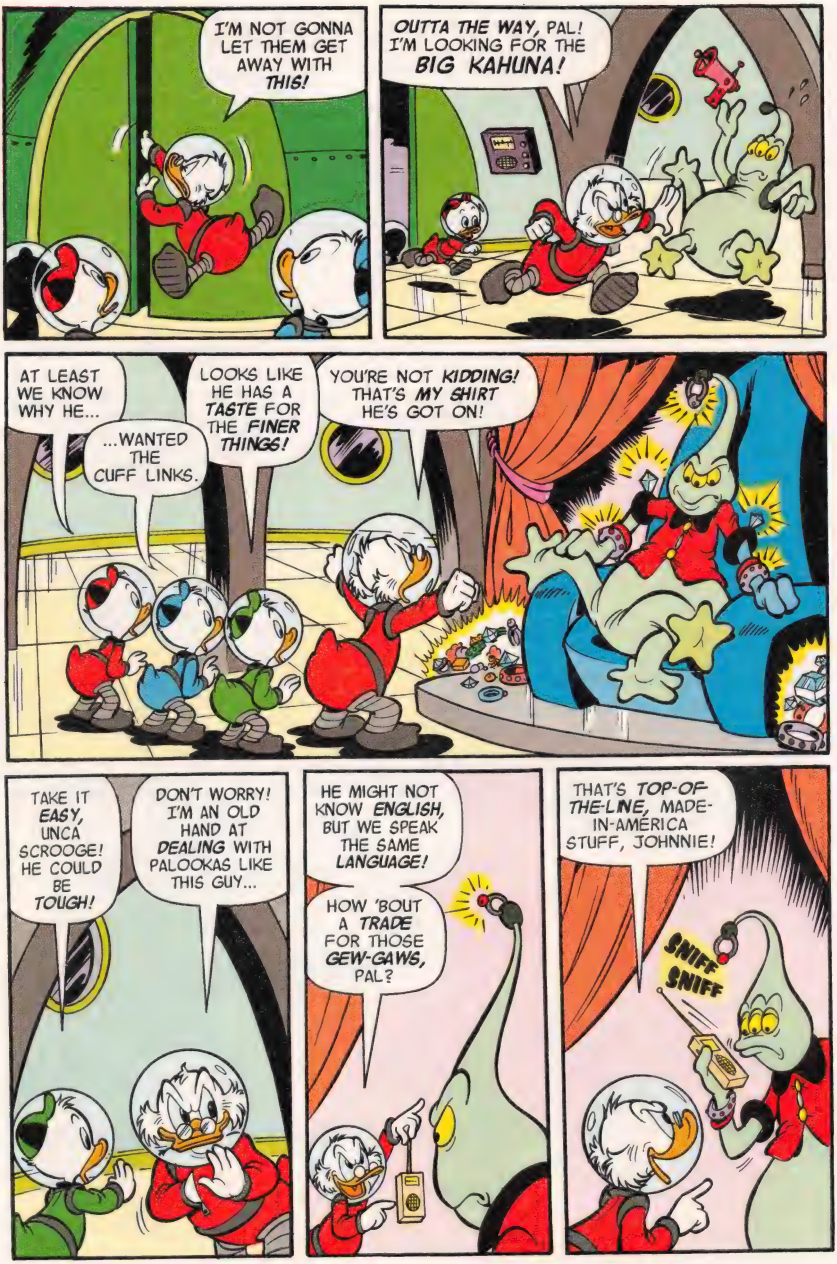

WHAT IS IT, HUEY?
I DON'T KNOW, BUT THERE'S A SHADOW OVER THERE NOT BEING CAST BY ANY ROCK!
ULP! DOES THAT MEAN WE'RE NOT THE ONLY ONES UP HERE?!
STICK CLOSE TO ME, BOYS. WE'LL SNEAK UP ON IT!
HMMM, THERE'S SOMETHING STRANGELY FAMILIAR ABOUT THAT SILHOUETTE...
RELAX, GUYS-- IT'S NOT AN ALIEN!
IT'S AN INSTRUMENT PACKAGE FROM ONE OF OUR OWN MOON MISSIONS!
IT LOOKS LIKE IT'S BEEN TRASHED! HOW COULD THAT HAPPEN?
I DON'T KNOW ABOUT THAT, BUT WE MUST BE CLOSE TO...
TRANQUILITY BASE!!


I'LL BE HORNSWOGGLED! OUR FOOTPRINTS ARE STILL HERE!
THERE'S NO WIND TO BLOW THEM AWAY!
UH-OH! WE MAY NOT BE ALONE HERE, AFTER ALL! SOME OF THESE TRACKS ARE MIGHTY STRANGE!
AND THIS MODULE BASE HAS BEEN WORKED OVER!
SOMEBODY ELSE HAS BEEN HERE! AND THEY WENT THAT-A-WAY!
THOSE FIENDS RANSACKED THE LUGGAGE I LEFT BEHIND, TOO!!
LOOK! HERE'S THE LUNAR ROVER!
WILL IT START?
I DON'T SEE WHY NOT! IT RUNS ON SOLAR ENERGY, AND IT'S HAD PLENTY OF TIME TO RECHARGE!
FOLLOW THOSE TREADS, BOYS! WE'LL GET TO THE BOTTOM OF THIS!
ALL RIGHT!
THIS IS GOING IN STYLE!


THIS IS IMPOSSIBLE! THERE'S NO AIR OR WATER ON THE MOON! THERE CAN'T BE ANY LIFE HERE!
WE'RE HERE, AREN'T WE?
GOSH! OTHER VISITORS? FROM WHERE?!!
WHEREVER THEY'RE FROM, I HOPE THEY'RE INTERESTED IN INTERSTELLAR COMMERCE!
HEY! WHAT TH--?
IT'S AN AMBUSH!
THEY CERTAINLY DON'T SEEM FRIENDLY!
I KNOW THAT LOOK! THESE GUYS ARE PIRATES!
IT LOOKS LIKE...
...THEY'RE TAKING US...
...FOR A RIDE!
I DON'T MIND A LITTLE TRIP--WHAT I'M CONCERNED ABOUT IS THE FARE!


I HOPE THEY FIND WHAT THEY'RE LOOKING FOR!
I HOPE THEY'RE NOT LOOKING FOR DINNER!
WAK!! LEGGO, YOU BUG-EYED BRIGANDS!
LOOK! THEY'VE SPOTTED THE CUFF LINKS!
THEY SEEM TO HAVE SOME SPECIAL SIGNIFICANCE!
MAYBE THEY >ERG!< KNOW WHAT THAT STUFF IS!
OH, NO, YOU DON'T!
NOT UNLESS YOU'VE GOT EIGHTEEN QUADRILLION BUCKS!
AND FIFTY CENTS!
THEY SURE ARE EXCITED ABOUT FINDING THEM!
GRRRR


IT APPEARS WE'VE EXHAUSTED THEIR HOSPITALITY!
AT LEAST THEY LET US KEEP OUR SUITS!
LET'S GET BACK TO THE SHIP BEFORE THEY CHANGE THEIR MINDS!
NOT ON YOUR TAILFEATHERS! THEY TOOK MY CUFF LINKS!
WE'VE GOTTA STOP HIM!
YOU KNOW BETTER THAN THAT!
OH, BOY! LOOK AT THAT!
IT MUST BE THE MOTHER SHIP!


I'M NOT GONNA LET THEM GET AWAY WITH THIS!
OUTTA THE WAY, PAL! I'M LOOKING FOR THE BIG KAHUNA!
AT LEAST WE KNOW WHY HE...
...WANTED THE CUFF LINKS.
LOOKS LIKE HE HAS A TASTE FOR THE FINER THINGS!
YOU'RE NOT KIDDING! THAT'S MY SHIRT HE'S GOT ON!
TAKE IT EASY, UNCA SCROOGE! HE COULD BE TOUGH!
DON'T WORRY! I'M AN OLD HAND AT DEALING WITH PALOOKAS LIKE THIS GUY...
HE MIGHT NOT KNOW ENGLISH, BUT WE SPEAK THE SAME LANGUAGE!
HOW 'BOUT A TRADE FOR THOSE GEW-GAWS, PAL?
THAT'S TOP-OF-THE-LINE, MADE-IN-AMERICA STUFF, JOHNNIE!
SNIFF SNIFF

OH, MY GREAT AUNT'S CORSET! HE ATE IT!!
GULP!
I DON'T THINK IT AGREED WITH HIM!
THE ONLY OTHER THING I HAVE ON ME IS THIS SIMULATED IMITATION GOLD WATCH...
IT'S SORT OF AN HEIRLOOM. I WAS THINKING OF WILLING IT TO YOU BOYS.
YOU BOUGHT IT ON A STREET CORNER FOR THREE DOLLARS!
AHA! A BITE! NOW WATCH THE OL' HORSETRADER IN ACTION!
NOT SO FAST, CHIEF! IT'S YOUR TURN TO MAKE ME AN OFFER!
AFTER A SHREWD SESSION OF INTERSTELLAR HAGGLING...
UNCA SCROOGE PROBABLY DRIVES THE BEST BARGAIN IN THE GALAXY!
THE MASTERSTROKE WAS LETTING HIM KEEP THE SHIRT!

LET'S GET BACK TO THE SHIP. LAUNCHPAD MUST HAVE IT READY BY NOW, AND I'M GETTING HUNGRY!
WE COULD'VE STAYED LONGER IF YOU HAD SPRUNG FOR SOME BOX LUNCHES!
WHAT'S THE WORD, LAUNCHPAD?
BAD NEWS, I'M AFRAID! THE COMBOBULATOR TRANSPOSITOR IS SHOT!
YOU MEAN WE'RE STUCK HERE?!
DIDN'T GYRO TELL YOU TO BRING ALONG SOME SPARE PARTS?
CAN'T WE RIG UP SOMETHING TEMPORARY?
SOMETHING TO DO THE JOB JUST LONG ENOUGH TO GET BACK?
I'VE LOOKED ALL OVER, AND NOTHING...SAY--
--LET ME SEE THOSE CUFF LINKS!

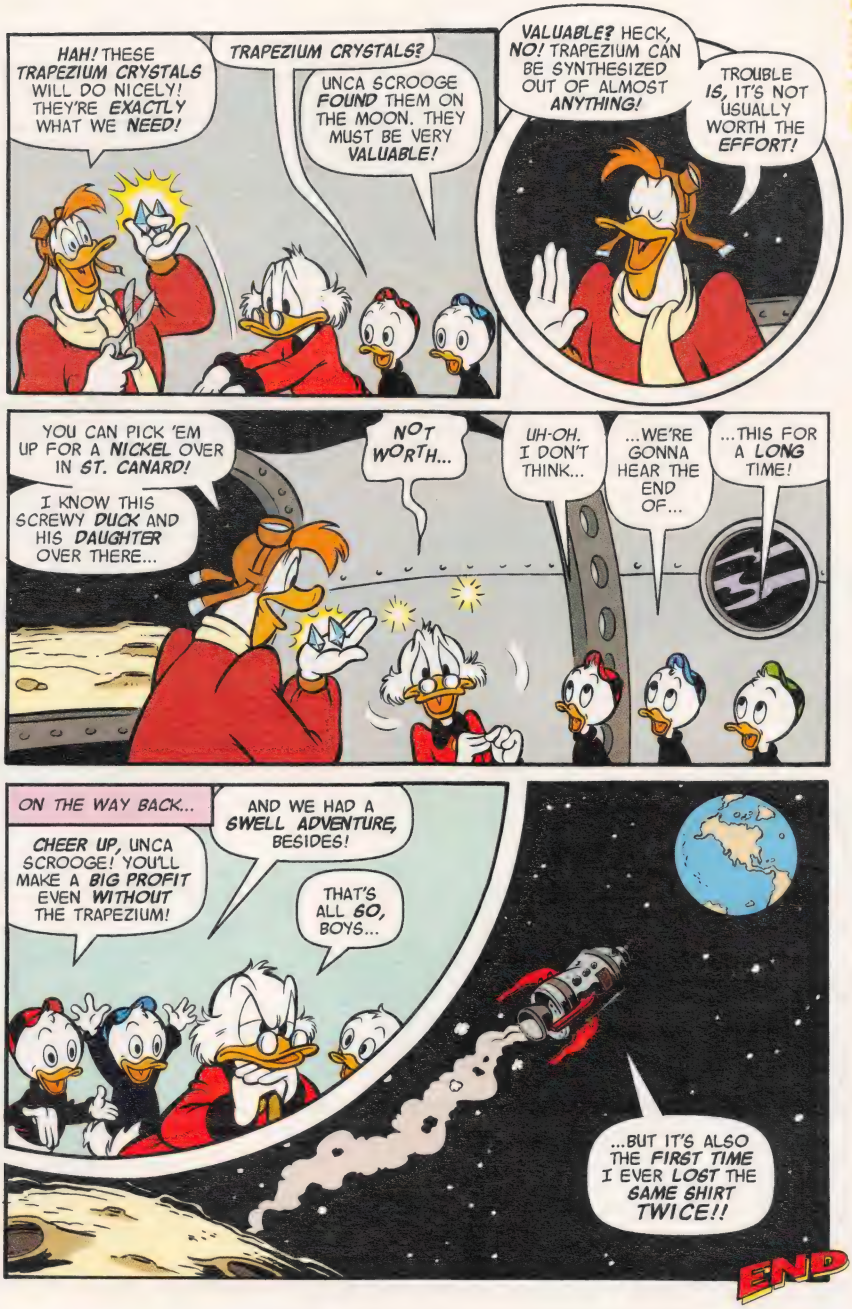

HAH! THESE TRAPEZIUM CRYSTALS WILL DO NICELY! THEY'RE EXACTLY WHAT WE NEED!
TRAPEZIUM CRYSTALS?
UNCA SCROOGE FOUND THEM ON THE MOON. THEY MUST BE VERY VALUABLE!
VALUABLE? HECK, NO! TRAPEZIUM CAN BE SYNTHESIZED OUT OF ALMOST ANYTHING!
TROUBLE IS, IT'S NOT USUALLY WORTH THE EFFORT!
YOU CAN PICK 'EM UP FOR A NICKEL OVER IN ST. CANARD!
I KNOW THIS SCREWY DUCK AND HIS DAUGHTER OVER THERE...
NOT WORTH...
UH-OH. I DON'T THINK...
...WE'RE GONNA HEAR THE END OF...
...THIS FOR A LONG TIME!
ON THE WAY BACK...
CHEER UP, UNCA SCROOGE! YOU'LL MAKE A BIG PROFIT EVEN WITHOUT THE TRAPEZIUM!
AND WE HAD A SWELL ADVENTURE, BESIDES!
THAT'S ALL SO, BOYS...
...BUT IT'S ALSO THE FIRST TIME I EVER LOST THE SAME SHIRT TWICE!!
END

Photo-Bonnie Schiffman/Onyx

A small price to pay for such

BIG ADVENTURE!

YES! Please send me 12 issues of ***DISNEY ADVENTURES*** for $17.95!
I'll save more than $5.00 off the newsstand price!

NAME (please print) _____ **AGE** _____

ADDRESS _____

CITY _____ **STATE** _____ **ZIP** _____

☐ **Payment Enclosed** (payable to DISNEY ADVENTURES)

☐ **Bill Me Later**

PARENT'S SIGNATURE _____

B2C92A

California residents, please add 7 1/4% tax. Canadian orders: 12 issues for $25.75 (includes GST). Please allow 6 to 8 weeks for delivery.

© 1992 The Walt Disney Company

Name _____
Address _____
City _____
State _____ Zip _____

NO POSTAGE
NECESSARY
IF MAILED
IN THE
UNITED STATES

BUSINESS REPLY MAIL
FIRST CLASS MAIL PERMIT NO. 101 MT. MORRIS, IL

POSTAGE WILL BE PAID BY ADDRESSEE

P.O. Box 380
Mt. Morris, IL 61054-7728

DINOSAURS

EVOLUTIONARY

NEW TRADING CARDS BY PRO SET

COLLECT ALL 65 FABROSAUROUSLY FUNNY CARDS INCLUDING: 50 EPISODE CARDS, 10 PUZZLE CARDS AND 5 TRIVIA CARDS.

© The Walt Disney Company © 1991 Pro Set Inc

PRO SET

© The Walt Disney Company © 1991 Pro Set Inc

Backpack
A GUIDE TO THE WORLD

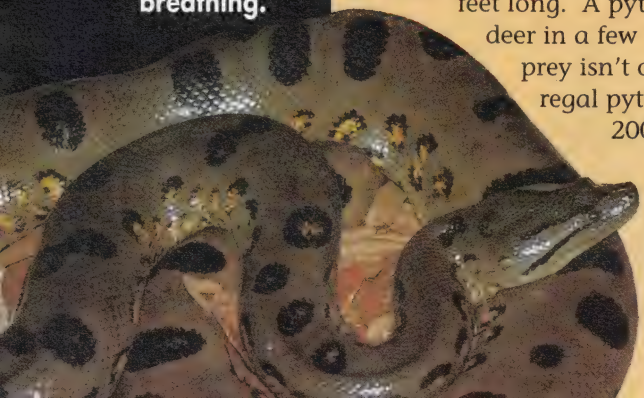
KILLER SNAKES

Most snakes aren't bad, but we thought the bad ones were the most fun. Here are some of the world's most poisonous snakes. Watch your step!

These snakes, called constrictors, coil around their prey and squeeze until the victim stops breathing.

PYTHONS & ANACONDAS

PYTHON Largest python ever found—33 feet long. A python can kill a goat or a deer in a few minutes. The size of the prey isn't often a problem—a regal python once swallowed a 200-pound black bear!



ANACONDA
Largest anaconda ever found—37 feet. If it stood on its tail, it would be more than three stories high!

COBRAS

This snake warns before striking by hissing loudly, rearing up and spreading its neck into a "hood." If you don't move away, it will sway back and forth to measure the distance between you and it—and then strike.

BLACK MAMBA

The fastest poisonous snake is the black mamba. It's been clocked at 7 miles per hour and, over short distances, can reach 15 miles per hour. (A person can run between 10 and 15 miles per hour.) An adult can die within 10 minutes from just two drops of its poison.

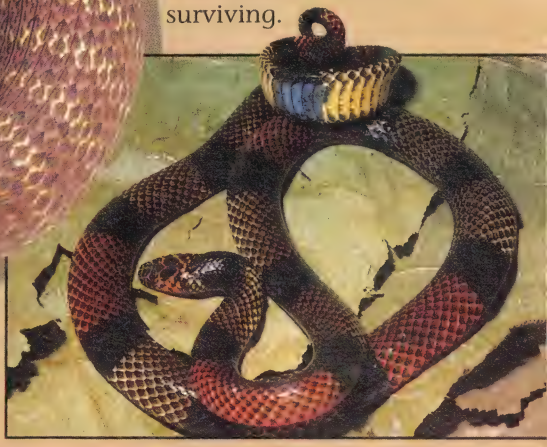
KING COBRA

The biggest poisonous snake in the world is a king cobra; it can be 18 feet long. It has enough poison to kill 120 people.

SPITTING COBRA

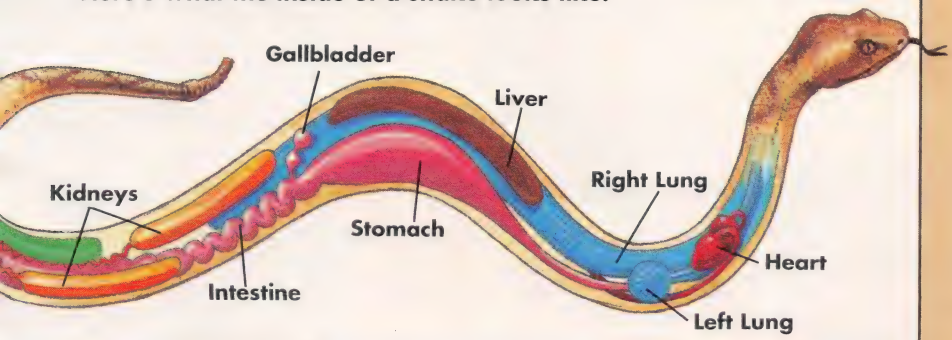
A spitting cobra can squirt poison as far away as 8 feet. It often aims at its enemy's eyes to cause blindness.

DEATH ADDER
When the death adder bites an enemy, it keeps chewing to get more poison into the wound. A person bitten by one of these snakes has only a fifty-fifty chance of surviving.



CORAL SNAKE
The coral snake is the only cobra found in the Americas.

SNAKE GUTS
A snake's body is long and skinny, and so are its internal organs. Here's what the inside of a snake looks like.



VIPERS

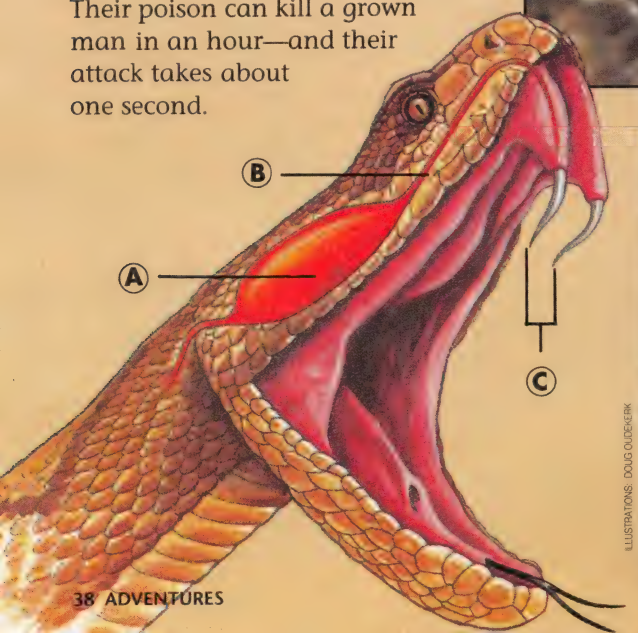
This type of poisonous snake has fangs that fold against the roof of its mouth when its jaws close.

▲ GABOON VIPERS

Africa's gaboon viper has longer fangs than any other snake. The fangs of a large gaboon viper are nearly 2 inches long and can bite through a person's foot.

EASTERN DIAMONDBACK ▶

There are 15 kinds of rattlesnakes in the United States. The biggest rattlesnakes are the eastern and western (not shown) diamondbacks. Their poison can kill a grown man in an hour—and their attack takes about one second.



ILLUSTRATIONS: DOUG OUDEKERK

FANG FACTS
A rattlesnake's venom is stored in a gland that's located in the snake's head (A). The venom is pushed through a tube (B) that leads to the hollow fangs (C). A rattlesnake's fangs are so long that, if they did not fold back, the snake would not be able to close its mouth. ◀

COPPERHEAD

The copperhead lives in the woods and among rocks. It probably bites more people than any other snake in North America.

MOJAVE RATTLESNAKE

The Mojave rattlesnake has poison that's *eight times* as strong as any other rattlesnake's.

COTTONMOUTH

The cottonmouth, or water moccasin, hangs out in lakes, swamps and streams in the southeastern United States. It gets its name from the white lining of its throat and mouth.

ON THE SNAKE TRAIL

These scientists travel the world to study things that slither and crawl

As kids, these three adventurers were fascinated by snakes. Now they have jobs that take them to jungles or deserts where they study these slithering reptiles. It's a creepy job, but someone's got to do it....

DR. ROBERT DREWES

Snake Safari

He's penetrated the impenetrable forest. He's climbed volcanoes in Africa without a problem. As a scientist for the California Academy of Sciences, Dr. Robert Drewes has explored many of the deepest jungles in the world—and he's seen a lot of snakes. Like huge forest pythons that can choke down a whole antelope, antlers and all. And African spitting cobras whose deadly aim is pure poison.

His knowledge of snakes has often come in handy. He once saved an 11-year-old African boy who had been bitten by a spitting cobra. He gave the boy *antivenin*, or snake-bite medicine. Dr. Drewes soon found himself surrounded by 150 nomads. They came from miles around to honor him with the gift of a white goat and the title of *Daktari*, or Doctor.

Another time, a panicky woman called and said that something was in her closet. "Something" turned out to be a lethal black mamba. "A pretty scary dude," Dr. Drewes says. "With mambas, you only have one chance. You either catch it or it's all over you."

He and his partner got the snake out of the closet with a snake stick, a long two-pronged instrument. Drewes' partner grabbed the thrashing snake's head with the stick and Drewes grabbed the tail. He kept his eyes on the snake's head, which was lucky—because the snake suddenly shook its head loose! Drewes dropped the tail and leaped back...but the snake decided it had had enough and slithered out the front door.

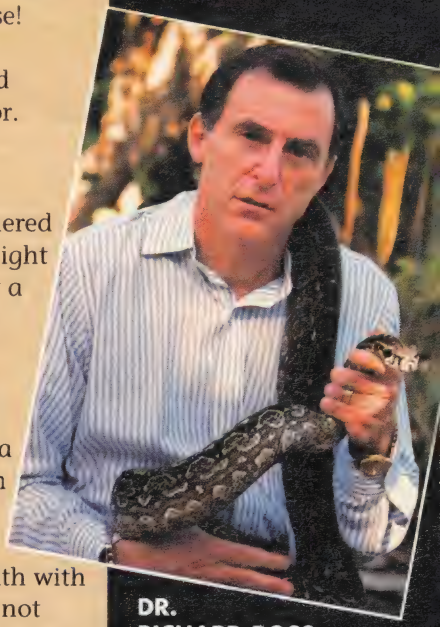
Doctor Snake

By day, Richard Ross is a mild-mannered doctor who takes care of kids. But at night Richard goes into his secret lab to treat a different kind of patient—namely, boa constrictors and pythons.

He used to keep his snakes at work. Then one day the cleaning lady accidentally opened a bag containing a 9-foot python. She ran out of the room screaming, and was never seen again.

Dr. Ross travels the world, studying snake spit. He sweeps the snake's mouth with a Q-Tip and collects the saliva. That's not always easy work—he's had snakes drop on him from trees and slither from beneath his bed. He once crashed down an Australian cliff and landed face to face with an angry python, coiled and ready to strike. He caught the python bare-handed, had a coworker take a photo, and set it free.

"I get bitten all the time," he admits. The worst time was when he brought a girlfriend to his lab. Feeling mighty cool, he dangled a frozen rat for one of his big pythons to eat. It missed the rat, sunk its teeth into Dr. Ross' head and wrapped its 10-foot-long body tightly around him!



DR. RICHARD ROSS

After almost a minute—it seemed like forever—the snake finally let go. Dr. Ross went home, cleaned up the blood and went out on his date. After all, what else would a snake doctor do?

Snake Spy

Squinting in the Arizona sun, Dr. Harry Greene is tracking down rattlesnakes. It's not an easy job, since hiding is what snakes do best.

Well, they can slither, but they can't always hide. After Dr. Greene captures rattlesnakes, he inserts tiny radio transmitters into their bodies. The snakes are then released back into the wild.

When Dr. Greene wants to check up on what a rattler is doing, he turns on an electronic receiver that looks like a TV antenna. From the snake's transmitter, the receiver picks up a beep that gets louder as he gets closer to the snake. In this way, he can trace the snake's habits for years.

After years of close contact with rattlers, Dr. Greene thinks they've gotten bad press. He's so confident that people can co-exist with rattlers that he once had his college students sit on their desks during his lecture—while a rattler slithered across the floor. That's one class that paid attention to the teacher!

—Ellen Davis Macaulay

DR. HARRY GREENE

SHEDDING SKIN Snakes shed their skins as they grow in order to make room for their larger bodies. A young snake may shed its skin more than seven times a year.

First, a snake rubs its head against something hard to split the skin open.

Next, the snake ripples its muscles to stretch the old skin.

SNAKY FACTS

• Snakes are cold-blooded reptiles. That means their body temperature changes according to the weather. They can't survive if it's too hot or too cold.

• They smell with their tongues! When a snake's long, forked tongue flicks in and out of its mouth, it picks up scent particles in the air.

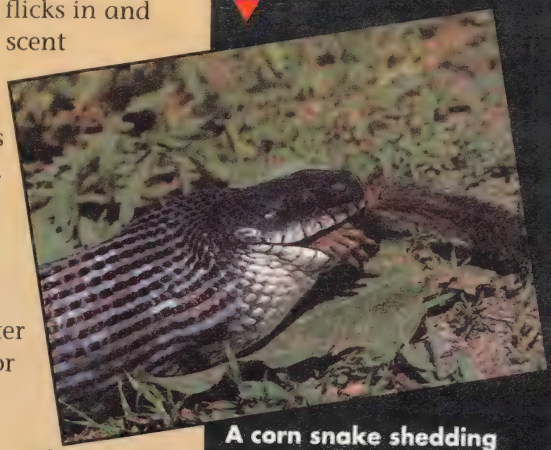
• Their flexible jaws and stretchy bodies allow snakes to swallow their food whole. A typical snake can eat 150 percent of its body weight. That's like a person swallowing a 240-pound hamburger in one gulp! After a big meal, snakes can go for weeks without eating again.

• As a snake grows, its skin begins to feel tight. Starting at the nose, the top layer of skin peels off in one long piece, exposing a shiny new layer.

• There are 2,700 kinds of snakes, but only 412 of them are poisonous. About half of those are too small to endanger people.

• Australia has 63 kinds of poisonous snakes—in fact, they outnumber the harmless ones.

—*E.D.M.*



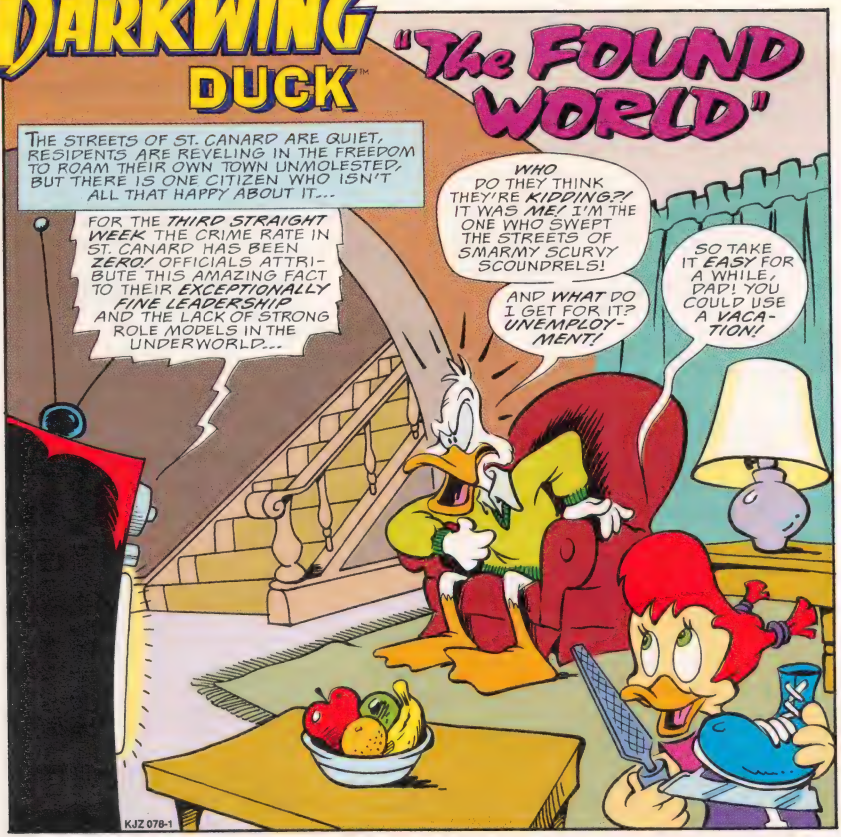
A black rat snake swallowing a chipmunk.

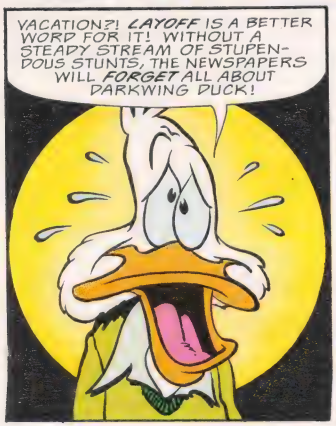
A corn snake shedding its skin.

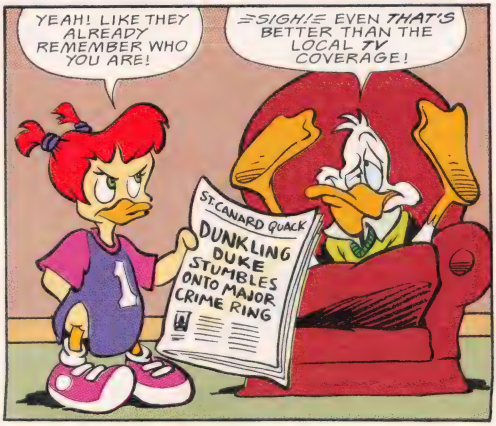
Finally, the snake slithers out, leaving the old skin in one piece—but turned inside out.

DARKWING DUCK™

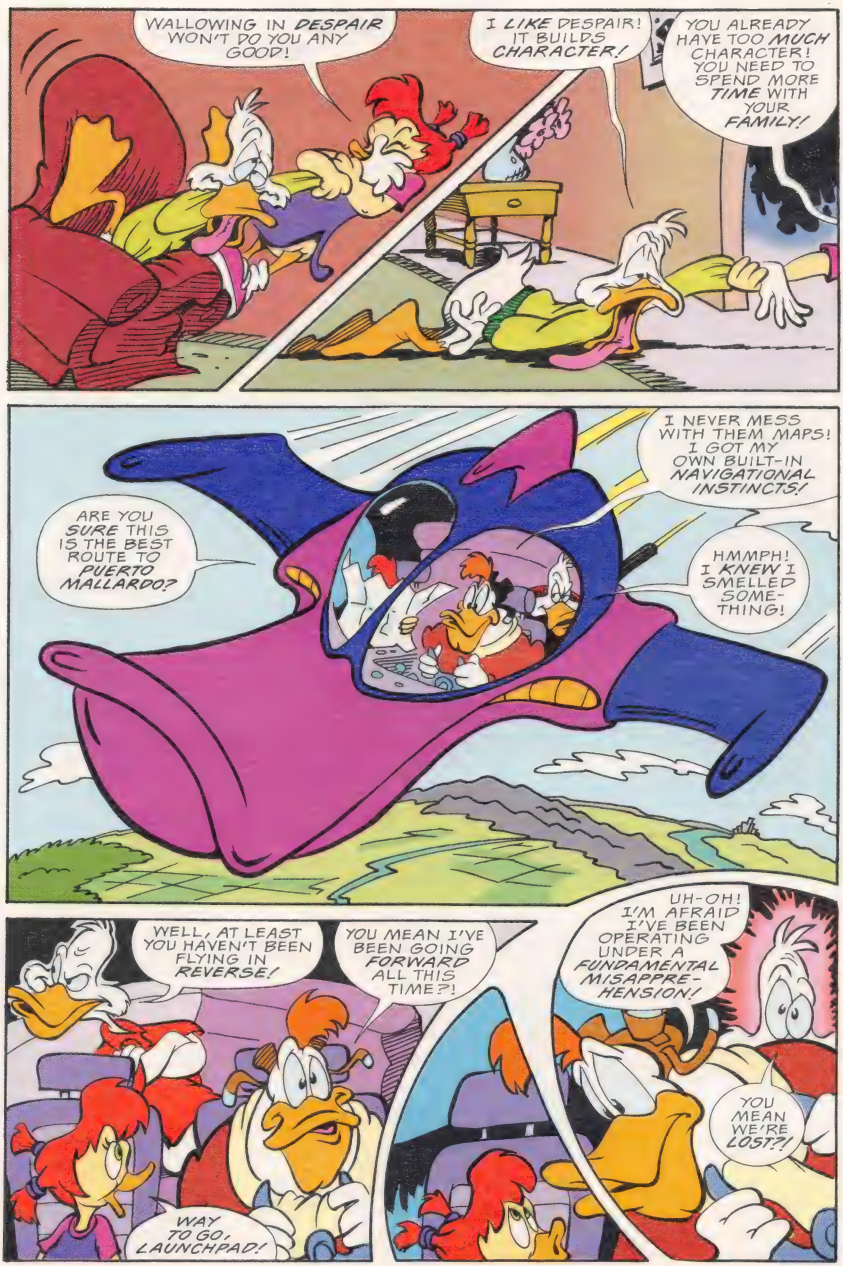
"The FOUND WORLD"

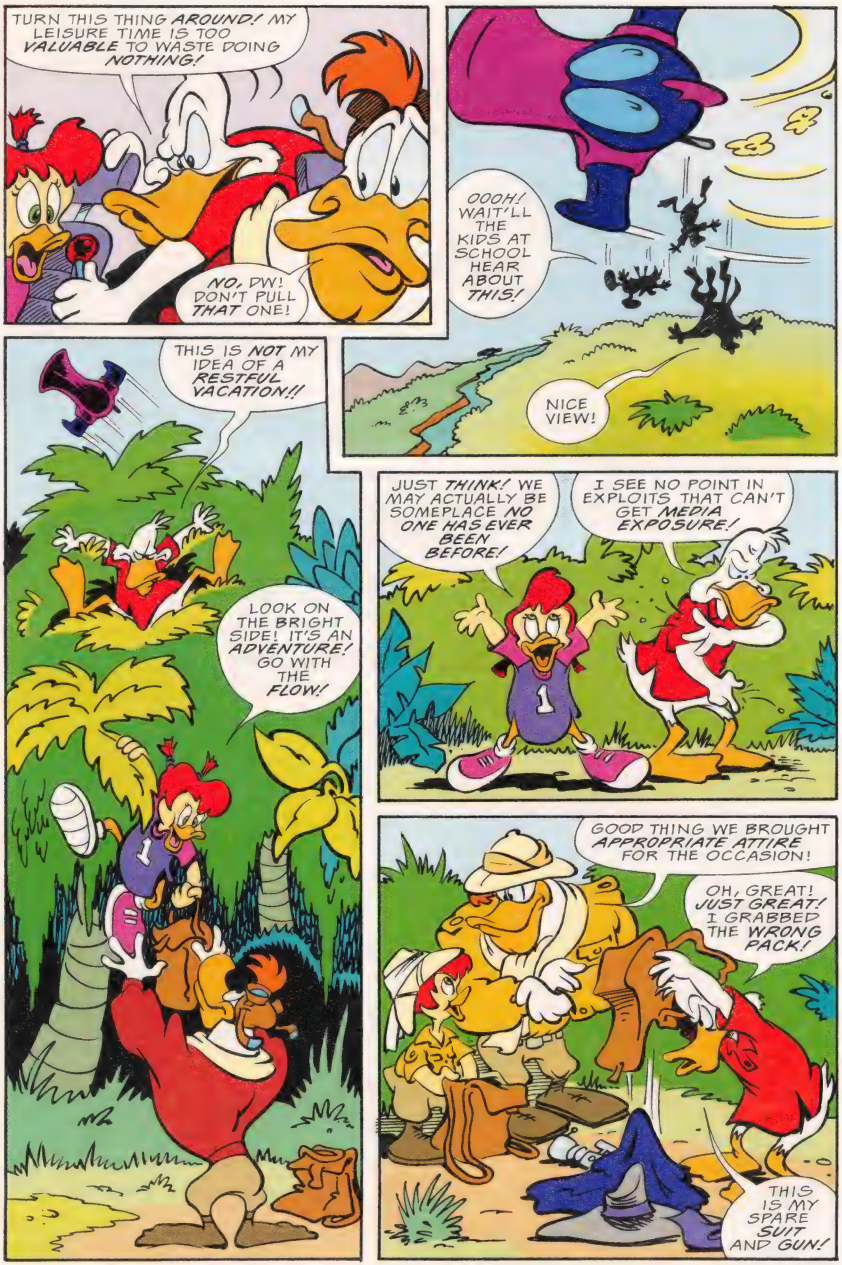

THE STREETS OF ST. CANARD ARE QUIET, RESIDENTS ARE REVELING IN THE FREEDOM TO ROAM THEIR OWN TOWN UNMOLESTED, BUT THERE IS ONE CITIZEN WHO ISN'T ALL THAT HAPPY ABOUT IT...
FOR THE THIRD STRAIGHT WEEK THE CRIME RATE IN ST. CANARD HAS BEEN ZERO! OFFICIALS ATTRIBUTE THIS AMAZING FACT TO THEIR EXCEPTIONALLY FINE LEADERSHIP AND THE LACK OF STRONG ROLE MODELS IN THE UNDERWORLD...
WHO DO THEY THINK THEY'RE KIDDING?! IT WAS ME! I'M THE ONE WHO SWEPT THE STREETS OF SMARMY SCURVY SCOUNDRELS!
AND WHAT DO I GET FOR IT? UNEMPLOYMENT!
SO TAKE IT EASY FOR A WHILE, DAD! YOU COULD USE A VACATION!
KJZ 078-1

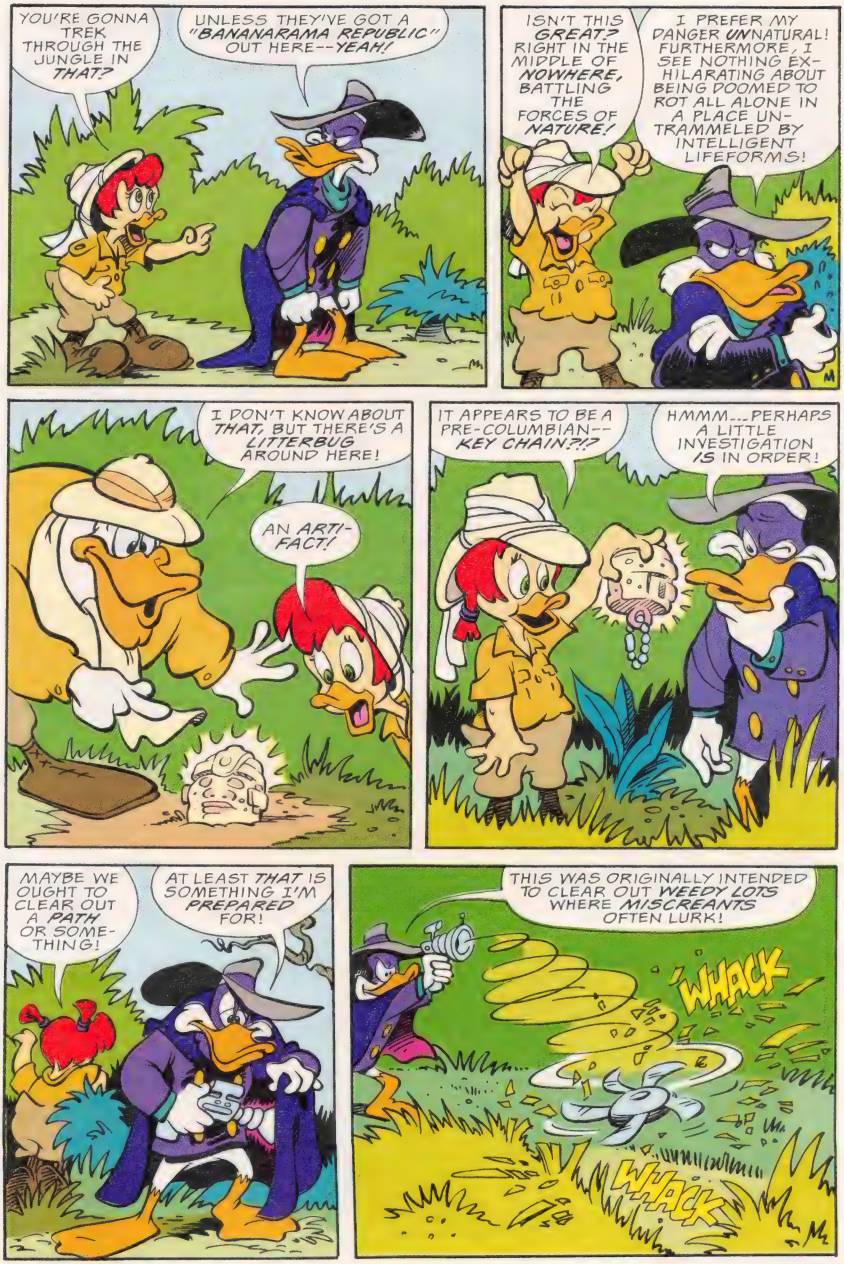

VACATION?! LAYOFF IS A BETTER WORD FOR IT! WITHOUT A STEADY STREAM OF STUPENDOUS STUNTS, THE NEWSPAPERS WILL FORGET ALL ABOUT DARKWING DUCK!

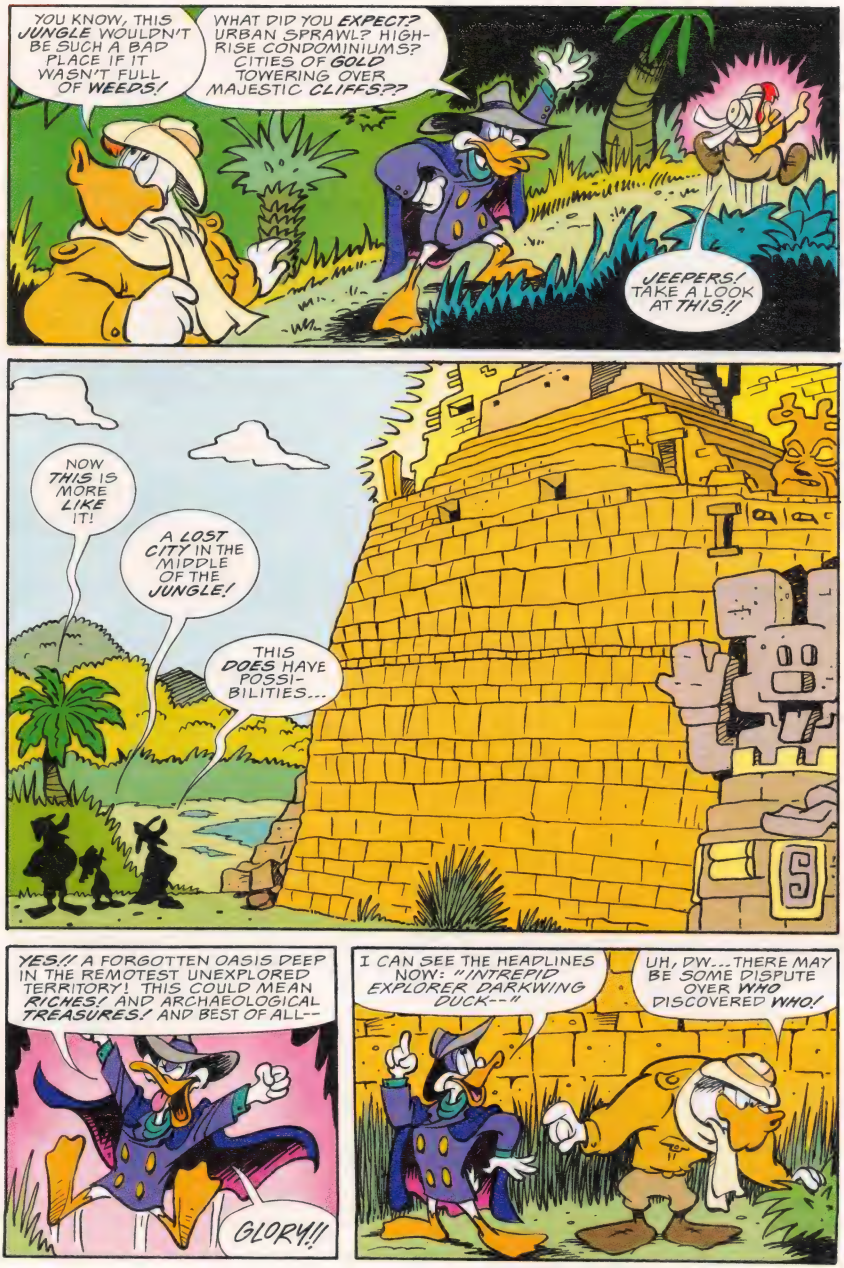

YEAH! LIKE THEY ALREADY REMEMBER WHO YOU ARE!
=SIGH!= EVEN THAT'S BETTER THAN THE LOCAL TV COVERAGE!
ST. CANARD QUACK
DUNKLING DUKE STUMBLES ONTO MAJOR CRIME RING

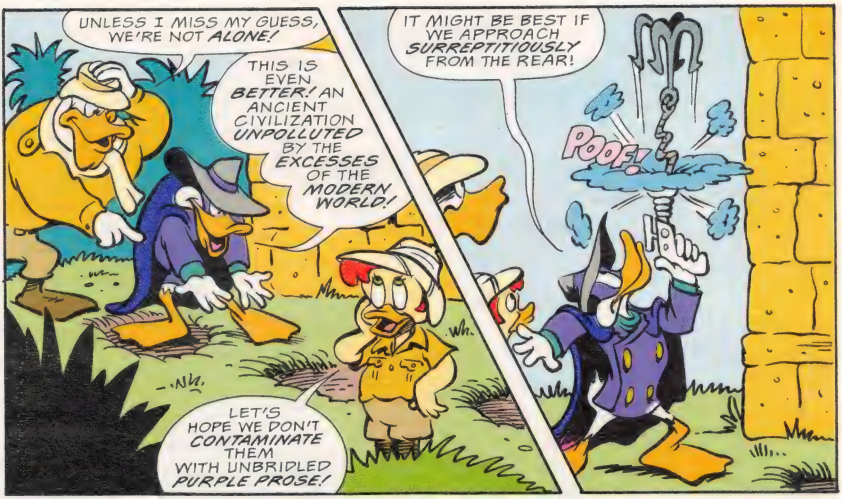
WRITER: JOHN BLAIR MOORE PENCILS & INKS: JOHN BLAIR MOORE LETTERING: BILL SPICER COLORING: GAFF


WALLOWING IN DESPAIR WON'T DO YOU ANY GOOD!
I LIKE DESPAIR! IT BUILDS CHARACTER!
YOU ALREADY HAVE TOO MUCH CHARACTER! YOU NEED TO SPEND MORE TIME WITH YOUR FAMILY!
I NEVER MESS WITH THEM MAPS! I GOT MY OWN BUILT-IN NAVIGATIONAL INSTINCTS!
ARE YOU SURE THIS IS THE BEST ROUTE TO PUERTO MALLARDO?
HMMPH! I KNEW I SMELLED SOMETHING!
WELL, AT LEAST YOU HAVEN'T BEEN FLYING IN REVERSE!
YOU MEAN I'VE BEEN GOING FORWARD ALL THIS TIME?!
UH-OH! I'M AFRAID I'VE BEEN OPERATING UNDER A FUNDAMENTAL MISAPPREHENSION!
YOU MEAN WE'RE LOST?!
WAY TO GO, LAUNCHPAD!

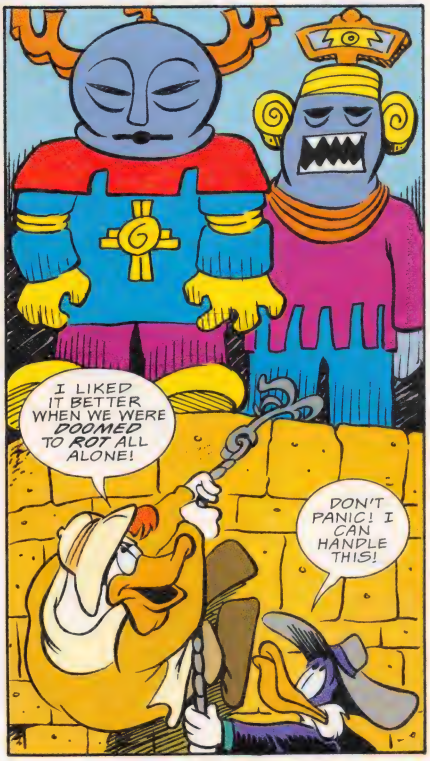

TURN THIS THING AROUND! MY LEISURE TIME IS TOO VALUABLE TO WASTE DOING NOTHING!
NO, DW! DON'T PULL THAT ONE!
OOOH! WAIT'LL THE KIDS AT SCHOOL HEAR ABOUT THIS!
NICE VIEW!
THIS IS NOT MY IDEA OF A RESTFUL VACATION!!
LOOK ON THE BRIGHT SIDE! IT'S AN ADVENTURE! GO WITH THE FLOW!
JUST THINK! WE MAY ACTUALLY BE SOMEPLACE NO ONE HAS EVER BEEN BEFORE!
I SEE NO POINT IN EXPLOITS THAT CAN'T GET MEDIA EXPOSURE!
GOOD THING WE BROUGHT APPROPRIATE ATTIRE FOR THE OCCASION!
OH, GREAT! JUST GREAT! I GRABBED THE WRONG PACK!
THIS IS MY SPARE SUIT AND GUN!

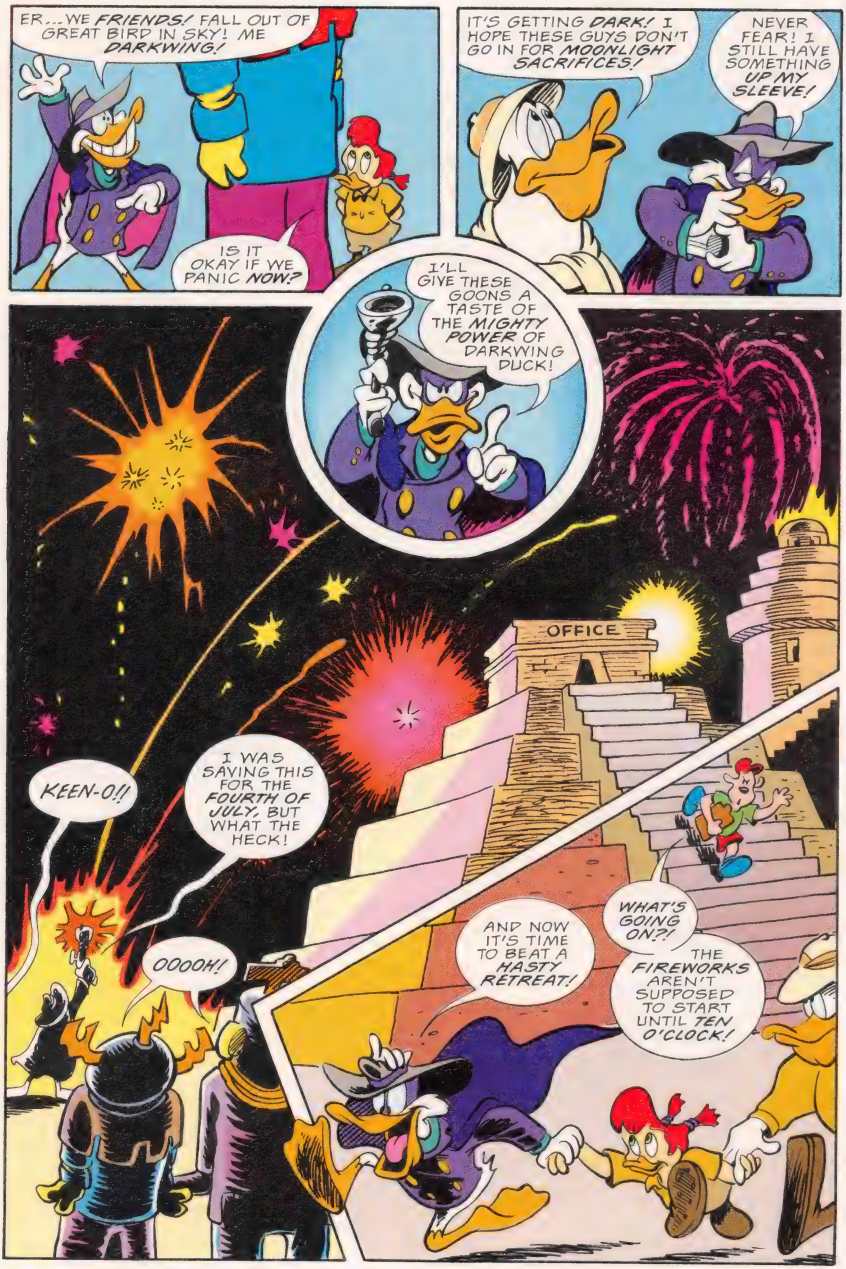

YOU'RE GONNA TREK THROUGH THE JUNGLE IN THAT?
UNLESS THEY'VE GOT A "BANANARAMA REPUBLIC" OUT HERE--YEAH!
ISN'T THIS GREAT? RIGHT IN THE MIDDLE OF NOWHERE, BATTLING THE FORCES OF NATURE!
I PREFER MY DANGER UNNATURAL! FURTHERMORE, I SEE NOTHING EXHILARATING ABOUT BEING DOOMED TO ROT ALL ALONE IN A PLACE UNTRAMMELED BY INTELLIGENT LIFEFORMS!
I DON'T KNOW ABOUT THAT, BUT THERE'S A LITTERBUG AROUND HERE!
AN ARTIFACT!
IT APPEARS TO BE A PRE-COLUMBIAN--KEY CHAIN?!?
HMMM...PERHAPS A LITTLE INVESTIGATION IS IN ORDER!
MAYBE WE OUGHT TO CLEAR OUT A PATH OR SOMETHING!
AT LEAST THAT IS SOMETHING I'M PREPARED FOR!
THIS WAS ORIGINALLY INTENDED TO CLEAR OUT WEEDY LOTS WHERE MISCREANTS OFTEN LURK!
WHACK
WHACK


YOU KNOW, THIS JUNGLE WOULDN'T BE SUCH A BAD PLACE IF IT WASN'T FULL OF WEEDS!
WHAT DID YOU EXPECT? URBAN SPRAWL? HIGH-RISE CONDOMINIUMS? CITIES OF GOLD TOWERING OVER MAJESTIC CLIFFS??
JEEPERS! TAKE A LOOK AT THIS!!
NOW THIS IS MORE LIKE IT!
A LOST CITY IN THE MIDDLE OF THE JUNGLE!
THIS DOES HAVE POSSI-BILITIES...
YES!! A FORGOTTEN OASIS DEEP IN THE REMOTEST UNEXPLORED TERRITORY! THIS COULD MEAN RICHES! AND ARCHAEOLOGICAL TREASURES! AND BEST OF ALL--
GLORY!!
I CAN SEE THE HEADLINES NOW: "INTREPID EXPLORER DARKWING DUCK--"
UH, DW... THERE MAY BE SOME DISPUTE OVER WHO DISCOVERED WHO!

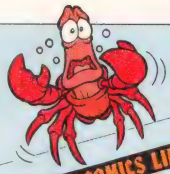

UNLESS I MISS MY GUESS, WE'RE NOT ALONE!
THIS IS EVEN BETTER! AN ANCIENT CIVILIZATION UNPOLLUTED BY THE EXCESSES OF THE MODERN WORLD!
LET'S HOPE WE DON'T CONTAMINATE THEM WITH UNBRIDLED PURPLE PROSE!
IT MIGHT BE BEST IF WE APPROACH SURREPTITIOUSLY FROM THE REAR!
POOF!

I HEAR SOMETHING!
AH, THE THROBBING RHYTHMS OF A PRIMITIVE PEOPLE!
WE SHOULD GET THE ENTIRE SUNDAY SUPPLEMENT!
THERE'S SOMETHING FAMILIAR ABOUT THOSE NOISES!


I LIKED IT BETTER WHEN WE WERE DOOMED TO ROT ALL ALONE!
DON'T PANIC! I CAN HANDLE THIS!

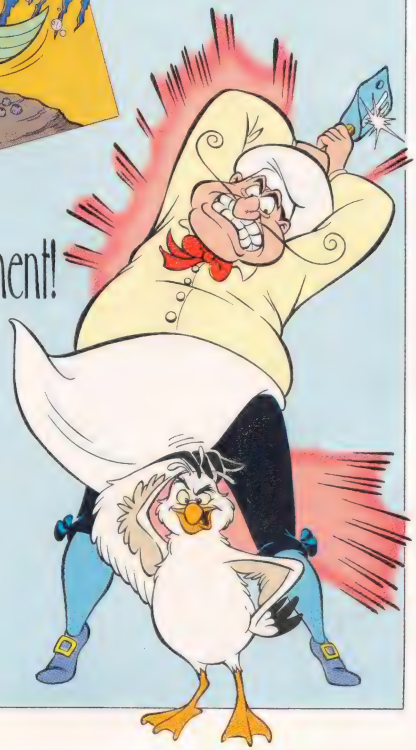

ER...WE FRIENDS! FALL OUT OF GREAT BIRD IN SKY! ME DARKWING!
IS IT OKAY IF WE PANIC NOW?
IT'S GETTING DARK! I HOPE THESE GUYS DON'T GO IN FOR MOONLIGHT SACRIFICES!
NEVER FEAR! I STILL HAVE SOMETHING UP MY SLEEVE!
I'LL GIVE THESE GOONS A TASTE OF THE MIGHTY POWER OF DARKWING DUCK!
OFFICE
KEEN-O!!
I WAS SAVING THIS FOR THE FOURTH OF JULY, BUT WHAT THE HECK!
OOOOH!
AND NOW IT'S TIME TO BEAT A HASTY RETREAT!
WHAT'S GOING ON?!
THE FIREWORKS AREN'T SUPPOSED TO START UNTIL TEN O'CLOCK!

WE WAS JUST CHECKIN' OUT SOME TRESPASSERS TRYIN' TO SNEAK IN WITHOUT TICKETS!
WHAT KIND OF LOST CITY IS THIS??
LOST CITY? YOU'RE THE ONES WHO'RE LOST, PAL!
INCTEC WORLD
WELCOME TO INCTECWORLD! THE HOTTEST NEW RESORT PARADISE IN THE EQUATORIAL ZONE!
OUR MOTTO IS: "ALL THE COMFORTS OF CIVILIZATION WITHOUT THE SMOG!"
ZOWIE!! CAN WE DO IT? HUH, DAD? CAN WE??
SORT OF A STRANGE OUTFIT FOR THIS TROPICAL CLIMATE, ISN'T IT?
I HAVEN'T SAID ANYTHING ABOUT THE SHORTS, HAVE I?
DIDN'T I TELL YOU A VACATION WAS JUST THE THING TO GET YOUR MIND OFF SERIOUS THINGS?
MAYA BURGER
MAIZE DOGS
ALL I KNOW IS THAT THIS IS GOING TO COST ME A BUNDLE!
END



Under the sea...

In "GUPPY LOVE",
Ariel tries to teach Flounder
a lesson on
the birds and the bees.
But who will get stung...
...Flounder,
Ariel, or
...Sebastian?



...there's never a DULL moment!

"CULINARY CUT-UPS"
Scuttle winds up in
Chef Louis' kitchen.
Will he end up on the menu?

Find out in Issue #3
of this
4-issue Limited Series

from

Disney COMICS

ON SALE NOW

©1992 Walt Disney Magazine Publishing Group, Inc.

BIG Adventures

Mummies. Sunken cities. And an army of clay soldiers...
What was the world like thousands of years ago?

Step into our time machine. Meet kids from the ancient lands of Egypt, Troy, China and the Roman Empire. Visit with legendary leaders. And uncover clues to mysterious cities that may or may not have existed.

Join us on a search for...

LOST CIVILIZATIONS

PHARAOH'S FUNERAL

BY SHEILA DE LA ROSA

For more than two hours, Ahmad had listened to mourners wail as the pharaoh's mile-long funeral procession slowly made its way to the Nile River's brown waters. They shook their fists in the air, smeared their faces with mud, and pulled out their hair to show how grief-stricken they were. *If I did not know that they were paid to mourn, I would think they were blood relations of the king,* Ahmad thought.

At the head of the procession, servants carried food, wine, furniture and wooden chests filled with clothing. Everything would be sealed in the tomb for the pharaoh to use in his new life in the underworld. The royal groom even led the king's favorite horse to be entombed with his master!

Ahmad peered through a cloud of incense and saw a crowd of villagers, their heads covered with Nile mud. To show respect for the dead king, they would not bathe, shave or eat good food for the next 72 days. They looked toward the coffin and wailed, as if a loud enough cry could bring the pharaoh back to life.

AHMAD WATCHED AS HIS FATHER SLOWLY COVERED THE BODY WITH BANDAGES.

But Ahmad knew it couldn't.

He had spent the last few months training with his father, the City of the Dead's chief embalmer, who treated bodies so that they wouldn't decay. He had seen his father insert a long bronze rod into the dead pharaoh's nostril, and had held his breath as his father plunged the rod into the skull. When his father removed the brain, Ahmad had felt sick.

"My son, you are not strong enough to go into the family business?" his father had teased

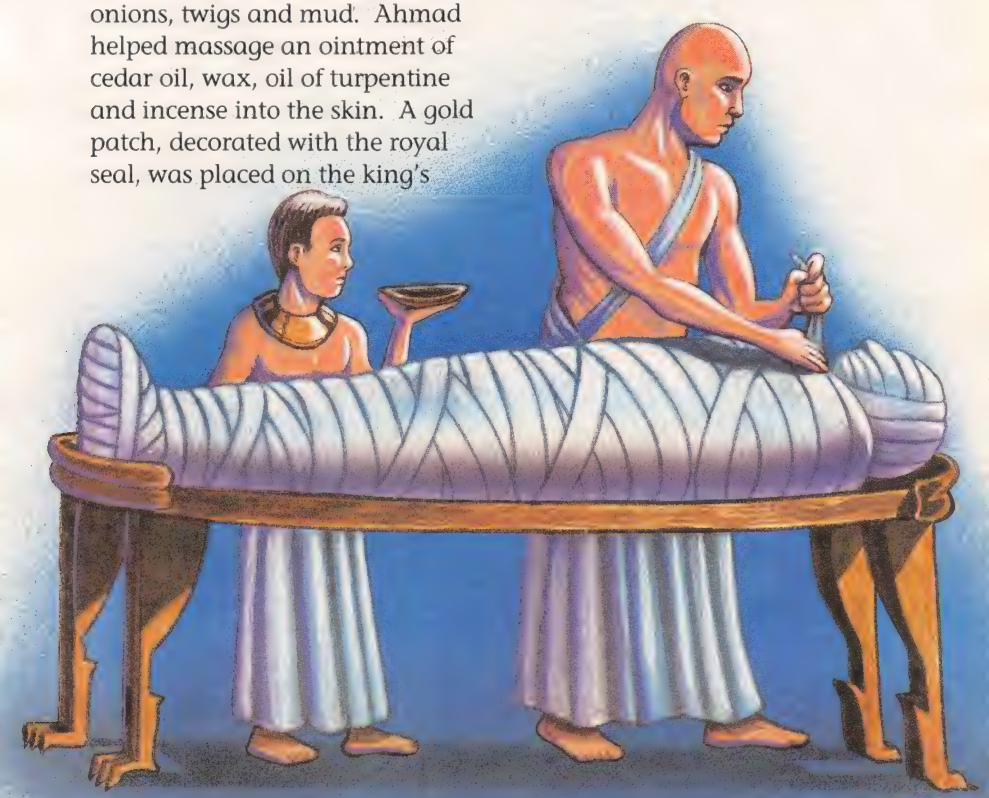
MAIN ILLUSTRATION: EDDIE YOUNG PAPYRUS: MARC BROWN

Ahmad had recovered and helped wash the body with palm wine. He had even volunteered to start covering the corpse with *natron*, a combination of baking powder, salt and mineral salts that would dry out the corpse.

Forty days later, the pharaoh's body was dry, and the embalmers began to restore the corpse's lifelike look. They cut slits in the pharaoh's face and filled them with stuffings of sawdust, raw onions, twigs and mud. Ahmad helped massage an ointment of cedar oil, wax, oil of turpentine and incense into the skin. A gold patch, decorated with the royal seal, was placed on the king's tongue. Finally, a red coloring was poured over the body to waterproof it.

For the next 15 days, Ahmad helped cut hundreds of yards of linen and then watched as his father covered the body with bandages. After more than 80 layers, the mummy was finally wrapped.

Ahmad remembered all this and knew the mourners could not bring the pharaoh back to life. By



1992 A.D.—Present day.

1922 A.D. *Egyptologist Howard Carter opens tomb of Egyptian Pharaoh Tutankhamen.*

1502-1520 A.D.—Moctezuma leads the Aztec Empire.

1206-1227 A.D.—Genghis Khan rules Asian Empire.

79 A.D.—Volcanic eruption destroys Herculaneum and Pompeii in the Roman Empire.

218-201 B.C.—Hannibal commands Carthaginian forces against Rome.

221-206 B.C.—Ch'in Dynasty of China.

1100 or 1200 B.C.—Trojan War (Scholars disagree on exact dates.)

2686-2345 B.C.—The great age of pyramid building in Egypt.

7000 B.C.—Was the Great Sphinx of Giza, Egypt, built at this time? Some scientists think so.

now, everyone had stopped at the tomb's entrance. The mummy was packed into several coffins and lowered into the burial chamber.

Next, the king's possessions were stacked in the chamber, where scribes had painted colorful pictures of servants on the walls. When the pharaoh went to the underworld, those figures would come to life and serve him. Finally, the tomb's entrance was closed and the king's royal seal was imprinted on the wet plaster.

Ahmad knew he would spend his life embalming bodies. That was fine. But for the rest of the day, he planned to count his blessings that he was among the living.

The pharaohs ruled Egypt from about 3000 to about 1070 B.C. The pyramids and the tombs they contained were rediscovered by archaeologists in the late 19th and early 20th centuries.

ANCIENT EGYPTIAN FACTS

- The pharaoh Pepy II holds the record for the longest reign. He became pharaoh when he was six years old and remained the king of Egypt until he was 100.
- Black was considered the color of life in ancient Egypt, because it was the color of the fertile Nile mud. Red was thought to be unlucky, because it reminded Egyptians of the dry deserts.
- The largest pyramid is the 450-foot-high Great Pyramid of Giza. It's taller than the Statue of Liberty.
- At more than 4,100 miles, the Nile River is the longest river in the world.
- People weren't the only Egyptians who were turned into mummies when they died; cats were mummified, too.
- All knowledge of hieroglyphs, the pictures used to write the language of ancient Egyptians, was lost during the fifth century A.D. and not rediscovered until the early part of the 19th century. Hieroglyphs can be written from left to right, from right to left or from top to bottom.
- Fewer than 1,000 mummies from ancient Egyptian times exist worldwide.

TROJAN WAR HORSE

BY BOB DAILY

What a party! What a day! Mara had never seen anything like it in her life. As of this morning, the long Trojan War was over, and people were in the mood to celebrate.

Two thousand people jammed the marketplace. Slaves passed through the crowd with baskets of bread, trays of olives and meat, and jars of honeyed wine. As musicians began playing, people started to dance. Mara kicked off her sandals to join them.

As it grew darker, fires and torches sparked to life. In their glow, Mara could see the gleam of bronze armor, the flash of spears and the happy faces of the Trojan soldiers. She shivered with excitement as she thought back on the long days of the war.

The war had started—so her mother had told her—10 years ago, around the time that Mara was born. Paris, the son of the Trojan king Priam, had paid a visit to Menelaus, king of a Greek city-state named Sparta. Menelaus had a wife named Helen, who was said to be the most beautiful woman in the world. Paris couldn't forget her stunning beauty and grace. One dark night, he kidnapped Helen and sailed home. Furious and embarrassed, Menelaus declared war on Troy, to recapture his wife and regain his honor.

So the Greeks besieged Troy. Thousands of them surrounded the great walled city on the hill. There were many battles, and many men on both sides were killed. Mara started to think she would never know a life without war.

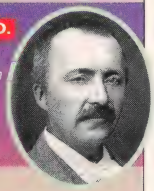
Then, early this very morning, the people of Troy woke up to find

HORSE ILLUSTRATION: EDDIE YOUNG HELMET ILLUSTRATION: MARC BROWN

LOST IN TIME

1992 A.D.—Present day.

1870 A.D. *Heinrich Schliemann discovers ruins of Troy.*



1502-1520 A.D.—Moctezuma leads the Aztec Empire.

1206-1227 A.D.—Genghis Khan rules Asian Empire.

79 A.D.—Volcanic eruption destroys Herculaneum and Pompeii in the Roman Empire.

218-201 B.C.—Hannibal commands Carthaginian forces against Rome.

221-206 B.C.—Ch'in Dynasty of China.

1100 or 1200 B.C.—Trojan War (Scholars disagree on exact dates.)

2686-2345 B.C.—The great age of pyramid building in Egypt.

7000 B.C.—Was the Great Sphinx of Giza, Egypt, built at this time? Some scientists think so.

that the Greeks had vanished! Their huts had been burned to the ground, and their ships had sailed away. All they left behind was a huge horse made of wood.

Everyone rushed down the hill to see the wooden horse. (It was the first time Mara and her friends had ever left the massive stone walls of the city!) Why was it here? What should they do with it?

The city's priest said they should toss it into the sea. "It's a trick!" he cried. "Beware of Greeks bearing gifts!"

But the people decided that the horse—a symbol of Troy, since Trojans were such good horsemen—was left by the Greeks as a tribute to their victory. So they fastened wheels under its hooves and dragged it up the hill and into the marketplace—and there the party started.

In the flickering torchlight, Mara ran her hand along one of the horse's curved wooden legs. She wondered: Why, after so many years of fighting, would the Greeks suddenly vanish—and leave such a gift? She was pondering this when she thought she heard a noise coming from the horse's belly. "No," she thought, "it's just my imagination...."

"Mara! Time to go home!"

It was her mother. "Oh, Mother, the fun's just starting! Can't I

ANCIENT TROJAN FACTS

- Troy was built on the top of a hill and completely surrounded by thick stone walls, gates and watchtowers. For a rival army, it was a tough nut to crack.
- The ruins of Troy, located in what is now Turkey, actually consisted of nine cities. Each city had been built on the ruins of the one before.
- One of the great Trojan warriors was Penthesilea. She was queen of the Amazons, a nation of warrior

MAIN ILLUSTRATION: EDDIE YOUNG STONE: MARC BROWN

women. It was very unusual for a woman to fight in battle—but then, Penthesilea was a very unusual woman. According to the writer Homer, she rode a fiery white horse and glittered with gold, silver and ivory from the helmet she wore on her head to the sandals on her feet.

■ Instead of coins, the Trojans used silver, barley or oxen as money.

■ King Priam's palace had 50 rooms—one for each of his 50 sons!

stay a little bit later?"

"No, you've stayed out much too late already. Now, go."

With a sigh, Mara returned to her home, a simple building made of clay bricks and covered with reeds. After eating her dinner—bread, cheese and milk, with some grapes and figs for dessert—she went to bed, exhausted.

Soon everyone in Troy, tired from celebrating, was asleep. Even the soldiers left their posts and returned to their own soft beds.

So no sentries stood on the watch towers to see the white sails of the returning Greek fleet. And no one heard the soldiers hidden in the hollow Trojan Horse climb quietly down into the city and open the gate for the returning enemy soldiers.

By the next morning, the Greeks had finally conquered Troy.

For 3,000 years, historians didn't think Troy really existed. They thought that the writer Homer, who wrote a famous poem about Troy (the Iliad*), had just made it up. The ancient ruins of Troy were finally discovered in 1870 by an archaeologist named Heinrich Schliemann.*

STONE SOLDIERS

BY SUZANNE HARPER

Thirteen-year-old Yang Li hurried excitedly down the dirt road behind his uncle. Today the Chinese Emperor Ch'in Shih Huang Ti was inspecting the underground palace that would serve as his resting place for eternity. For 36 years, hundreds of thousands of workers—including Yang's uncle—had worked on the burial site, which was as large as a small city.

Most amazing of all, the workers had created more than *6,000* life-size statues of the emperor's soldiers to fill the tomb. His uncle, who had let Yang mix the red clay and water used to create the statues, explained that the statues were there to guard the emperor, even after death.

Yang ran ahead of his uncle and into the tomb. A moment later, he screamed and threw himself to the ground as an arrow whizzed by—inches from where his head had just been.

"Are you in one piece, boy?" his uncle asked, hauling Yang off the ground. "You'd best take care not to trip any other booby traps that protect the emperor's tomb, or you'll be joining him in it."

Yang nodded breathlessly, and fell back a pace or two behind his uncle. As they walked past the long, unblinking rows of statues, Yang thought they looked almost alive. Armored infantrymen marched shoulder to shoulder; bowmen carrying crossbows and arrows stood ready to shoot any enemy soldiers who dared to come too close.

Yang found himself looking into each soldier's face. Some looked proud, others

SCROLLS MARC BROWN

ferocious—and a few seemed almost ready to smile. Yet no two faces looked alike!

Yang and his uncle joined the other workers who were standing silently, waiting for the emperor. Yang tried to be still, but it was hard. He liked to run and shout—but that was unthinkable behavior in the presence of a great emperor.

Yang took a deep breath, tried to ignore his itching nose, and thought of the rumors he'd heard about the emperor.

Some people said that he had used supernatural powers to conquer six kingdoms, military victories that had convinced the rest of the country to surrender to him without a fight. He was also said to be a ruthless man: To protect his new country, the emperor had forced laborers to build a Great Wall along the northern border. Thousands of men had died in accidents and were now buried beneath the grim stone wall.

THE EMPEROR SLEPT IN A DIFFERENT ROOM EVERY NIGHT— TO AVOID KILLERS.

But others whispered that, in spite of his great power, the emperor was afraid. Sometimes, Yang had heard, he even traveled throughout his huge empire, disguised as a peasant, to find out what his people thought of him!

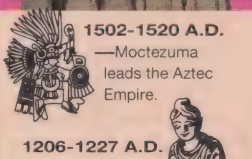
Even more strange, the emperor was so worried that someone would try to kill him that every night he slept in a different room in his palace. Yang shivered as he thought of the punishment for revealing the emperor's whereabouts—instant death for the person who told the secret *and* for his entire family.

The crowd of workers stirred slightly. Yang knew that meant that the emperor was coming.

LOST IN TIME

1992 A.D.—Present day.

1974 A.D. *Ch'in Tomb discovered.*



1502-1520 A.D. —Moctezuma leads the Aztec Empire.

1206-1227 A.D. —Genghis Khan rules Asian Empire.

79 A.D.—Volcanic eruption destroys Herculaneum and Pompeii in the Roman Empire.

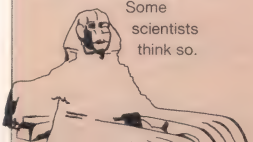
218-201 B.C. —Hannibal commands Carthaginian forces against Rome.

221-206 B.C.— Ch'in Dynasty of China.

1100 or 1200 B.C.— Trojan War (Scholars disagree on exact dates.)

2686-2345 B.C.— The great age of pyramid building in Egypt.

7000 B.C.—Was the Great Sphinx of Giza, Egypt, built at this time? Some scientists think so.



He stood up straighter, lowered his eyes and held his breath.

He hoped the emperor would be pleased.

The underground army of terra-cotta soldiers was discovered in 1974, when several wells were dug to provide the local town with water.

ANCIENT CHINESE FACTS

- Ch'in Shih Huang Ti became ruler when he was 13 years old, and immediately ordered that workers should start building his tomb.
- The emperor had 270 palaces and gardens that were connected by covered passageways.
- The Great Wall of China runs for about 4,000 miles. It is the longest fortification in the world.
- The emperor spent his last years searching for the fountain of youth. A ship's captain told him that he had met someone who lived on the Islands of the Immortals. That person, the captain said, would give the emperor the secret of eternal life in exchange for 3,000 of the empire's finest young people. The emperor immediately sent 3,000 people with the captain—and they never returned. Legend says that they colonized Japan.
- The emperor's actual burial site lies under a 15-story-high mound of earth. Once he was buried, the middle and outer gates were closed, imprisoning those workers who knew the way to his coffin. Then trees and and grass were planted to make the earth mound look like a hill.

A VOLCANO ERUPTS

BY SARA C. BISEL

Petronia pushed her way through the morning crowds, trying not to drop the heavy load of stuffed dates that she had just picked up from the grocer. They had been specially prepared for a party her mistress was giving. Even though the banquet wasn't to take place for two days, the whole household had been in an uproar all week. Settling her basket on her hip and clutching it tightly, she quickened her step. As she entered the kitchen, she heard a shrill shout from the garden.

"Is Petronia back yet? Where is that lazy girl?!"

Petronia went to answer her mistress's summons. In the garden, Lavinia Claudia was dandling a whimpering baby on her knees. At the sight of the slave girl, she stood up and thrust the baby at Petronia.

"Here, take him. He needs to be changed." Then Lavinia Claudia turned on her heel and swept out of the garden.

After Petronia changed the baby, she gently put him in his crib and tiptoed out toward the

kitchen. At that moment, the ground seemed to heave below her feet. Then the most deafening sound Petronia had ever heard shook the house. From the kitchen she could hear screams and the sound of shattering dishes. The mistress rushed into the dining room followed by the master.

"We must go back to Rome," he announced. "Gather everyone together. We will leave immediately."

Petronia ran to the nursery, picked the baby up and ran out into the street. It was very dark, and the air was thick with a strange, hot dust that stuck in her throat and made her eyes water. Screaming crowds filled the streets.

Petronia glanced toward Mount Vesuvius. What she saw made her heart almost stop with fear.

The top of the mountain was outlined in flame, and glowing rocks bubbled out below a gigantic plume of smoke and ash.

Petronia began to run toward the sea. She scrambled down the steps to the beach. A young girl in rags looked up at Petronia, her brown eyes pools of fear. She grabbed on to Petronia's robe and clung to it tightly.

But Petronia barely noticed her, so horrified was she by the sight of the water that lay beyond them. The sea was heaving strangely—not in waves, but like a gigantic cauldron of boiling scum, flecked with rocks and ash.

Suddenly the seawall and the buildings above it seemed to lurch before her eyes. The force of the blast threw Petronia back onto the stone steps. She tried

1992 A.D.—Present day.

1709 A.D.
Herculaneum discovered.

1502-1520 A.D.—Moctezuma leads the Aztec Empire.

1206-1227 A.D.—Genghis Khan rules Asian Empire.

79 A.D.—Volcanic eruption destroys Herculaneum and Pompeii in the Roman Empire.

218-201 B.C.—Hannibal commands Carthaginian forces against Rome.

221-206 B.C.—Ch'in Dynasty of China.

1100 or 1200 B.C.—Trojan War (Scholars disagree on exact dates.)

2686-2345 B.C.—The great age of pyramid building in Egypt.

7000 B.C.—Was the Great Sphinx of Giza, Egypt, built at this time? Some scientists think so.

to shield the baby while bits of rubble rained around them.

The little girl tugged on her tunic. In a daze, Petronia let herself be pulled into one of the boat chambers lining the shore. Several people were already there, crouched against the far wall.

It was becoming difficult to breathe. The rotten-egg stench was in her throat, her nose, her eyes, everywhere. Her knees collapsed beneath her and she closed her eyes.

The towns of Herculaneum and Pompeii were buried under an enormous avalanche of scorching mud and ash when Mount Vesuvius erupted in August 79 A.D. A well-digger found the buried city of Herculaneum in 1709; archaeologists discovered the ruins of Pompeii in the 1860s.

From *The Secrets of Vesuvius*, by Sara C. Bisel, copyright 1990 by Sara C. Bisel and family and the Madison Press, Ltd. Reprinted by permission of Scholastic Books, Inc.

ANCIENT ROMAN FACTS

- It was treason for anyone but the emperor to dress completely in purple—although senators could wear togas with a purple band.
- A "triumph" was held when the emperor won a great military battle. He would lead his soldiers, their prisoners and their booty through cheering crowds. During the celebration ceremony, the captured enemy leaders would be strangled.
- Women sometimes had careers other than housewife or shopkeeper. Rich women could become priestesses; other women worked as midwives, doctors or hairdressers. Some women slaves were even trained as gladiators.
- The Colosseum is a great amphitheater that held about 50,000 people. This is where gladiators fought each other to the death.

THREE ANCIENT BIGWIGS

These three leaders made names for themselves

MOCTEZUMA II
BIRTHPLACE: **Mexico**
LIVED: **1466 to 1520 A.D. (approximately)**

The Aztec emperor **Moctezuma II** ruled Mexico and most of Central America and controlled an enormous amount of wealth. When the Spanish conquistador Hernan Cortés came to Mexico, the Aztecs believed he was a white god, but Cortés took Moctezuma prisoner. When the Spanish let the emperor try to speak to the Aztec people, they no longer trusted Moctezuma. They threw stones and shot arrows at their leader until he was mortally wounded. The Aztecs then ran the Spanish out of the city.

GENGHIS KHAN, which means Universal Ruler (He was originally named Temujin.)
BIRTHPLACE: **Mongolia, in Central Asia**
LIVED: **1162 to 1227 A.D.**

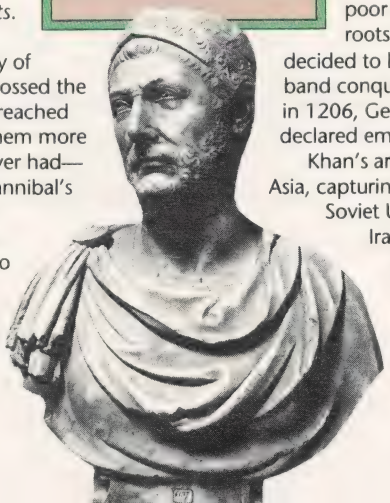
Genghis Khan founded the largest land empire in history.

Khan was only nine when enemy tribe members poisoned his father. His family was so poor they often dug up roots for food. Later, Khan decided to build an army. His band conquered local tribes, and in 1206, Genghis Khan was declared emperor.

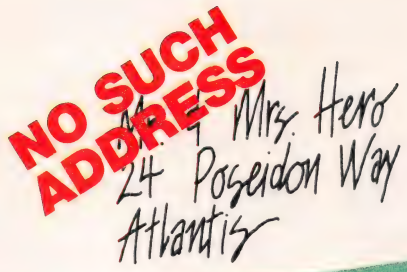
Khan's armies swept through Asia, capturing what are now the Soviet Union and parts of Iran. Years later his grandson, Kublai Khan, made the empire even larger by completing the conquest of China.

—Karen Stillman

HANNIBAL
BIRTHPLACE: **Carthage, in Northern Africa**
LIVED: **247-183 B.C.**



When **Hannibal**, the greatest general in Carthage, decided to travel from Spain to attack Rome, he brought troops, horses and *elephants*. Snow, cold and brutal mountain tribes killed many of Hannibal's forces as they crossed the Alps. Still, when Hannibal reached the Romans, he attacked them more successfully than anyone ever had—until the Romans cut off Hannibal's reinforcements. Hannibal retreated to Carthage. But eventually the Romans, who took control of Carthage, caught up with him in what is now Turkey. When they demanded Hannibal's surrender, he poisoned himself.



While archaeologists dig up the ruins of lost civilizations, stories continue about other places that may or may not have existed....

ATLANTIS: A FANTASY ISLAND?

It's been written about and sung about, and it's even been the basis for a major TV show ("The Man from Atlantis"). But no one knows for sure whether the empire of Atlantis ever really existed.

It all started with an ancient Greek myth. As the story goes, Atlantis belonged to the sea god Poseidon. Poseidon let his son, Atlas, run the place (which is why it's called Atlantis). The Atlanteans were supposed to have been very advanced, and their beautiful city was built in the shape of a perfect circle.

But the Atlanteans also had a reputation for being bullies and loving to fight. One day, while the Atlantean army was in battle with a neighboring nation, Atlantis was swept under the sea by a huge earthquake and flood. And that was that.

Or was it?

Some people believe that Atlantis may have been much more than a myth.

One theory is that it was the original homeland of all civilizations, situated in the Atlantic Ocean across from the mouth of the Mediterranean Sea. After some force of nature—a flood or an earthquake—sunk the whole city, the survivors fled east and west. That's why, the theory goes,

VAN ILLUSTRATION EDDY TO JMS

Mayan pyramids look so much like Egyptian pyramids. Both civilizations originally came from the same place.

Another theory says that Atlantis was in the Aegean Sea. Scientists have found evidence that in the 15th century B.C., a volcanic island named Santorini (near Greece) blew apart with amazing force. The descriptions of Atlantis, with its hot springs and circular canals, fit perfectly with with the features, shape and size of Santorini. At about the same time, a civilization of highly advanced people named Minoans vanished from Crete, an island very close to Santorini. Were the Minoans and the Atlanteans killed by the same great Santorini volcano?

Not according to the next theory. This one claims that Atlantis was really near Bimini, an island just off the tip of east Florida. There, explorers have found stones that seem to have been carved by an ancient civilization. These stones look like a crude temple, and they resemble Stonehenge, the mysterious formation of huge stones in England. Could the people of Atlantis have built both stone structures?

We may never know for sure....

GOLDEN CITIES THAT NEVER PANNED OUT

Some people will do anything to find a little gold—and even more to find a lot. When Spanish conquistadors and explorers first arrived in the New World, they heard some amazing stories from the Native Americans.

One was about the Seven Cities of Cíbola, which sat on an island so rich that even the sands on the beaches were gold.

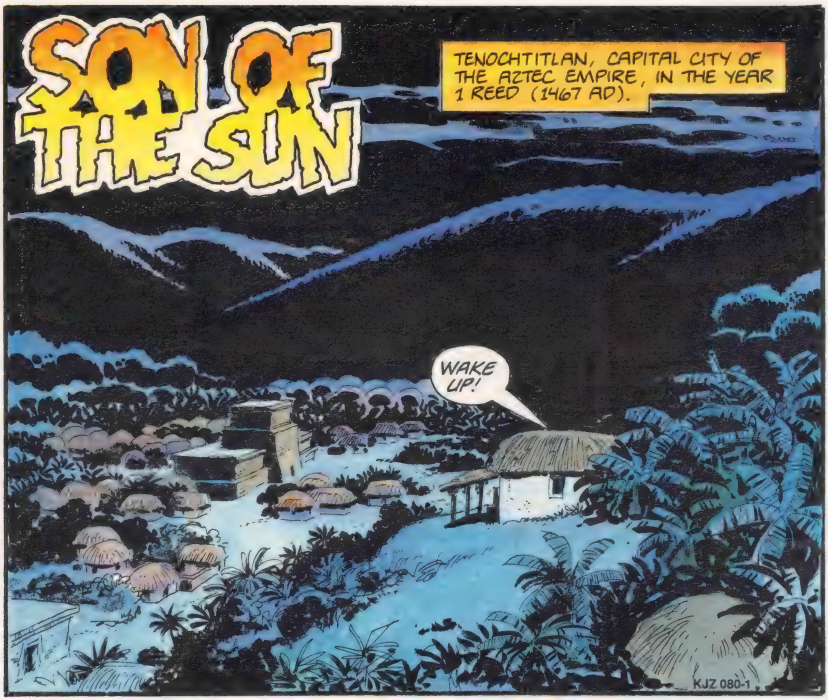
Another tale was of a city named Quivira. Here, it was said, the people ate from golden plates, and the king slept under a tree hung with tinkling gold bells that lulled him to sleep.

Such stories sent the Spaniards on searches across the American Southwest and other places where Cíbola and Quivira were supposed to be. But the golden cities never showed up.

Were there ever such places? Or were the stories a clever way for the Native Americans to get the Spaniards out of their hair a while...?

What does a lost civilization look like? You tell us! Draw or write your vision of a lost civilization. Send it to:

DISNEY ADVENTURES
Lost Civilizations
Disney Publications
500 South Buena Vista Street
Burbank, CA 91521-6018.


SON OF THE SUN
TENOCHTITLAN, CAPITAL CITY OF THE AZTEC EMPIRE, IN THE YEAR 1 REED (1467 AD).
WAKE UP!
KJZ 080-1

WAKE UP, OZOMATLI, YOU SLEEPYHEAD! WE'RE LATE! IF THE SUN DOESN'T RISE IT'LL BE YOUR FAULT!

DON'T EVEN SAY THAT, TECPATL! I WILL MAKE IT IN TIME TO HELP HUITZILOPOCHTLI COME BACK TO LIFE!
*TENOCHTITLAN--TEN-OCK-TIT-LAN. OZOMATLI--OH-ZOH-MAT-LEE. TECPATL--TEK-PAT-L. HUITZILOPOCHTLI--WEE-TZEE-LOH-POKT-LEE--THE SUN GOD.

ANYWAY, WE HAVE HUNDREDS OF PRIESTS WHO MAKE THE SACRIFICE, TOO!
THAT'S NOT THE POINT, OZOMATLI!
THE SUN GOD NEEDS EVERYONE'S PRAYERS TO RECOVER FROM LAST NIGHT'S DEATH AND RISE AGAIN THIS MORNING!
SINCE HE GIVES US HIS STRENGTH ALL DAY TO GIVE US LIGHT, IT'S ONLY RIGHT THAT WE SHOULD HELP HIM RISE UP EACH MORNING!
WHY DOESN'T HE COME UP?
WAS I REALLY TOO LATE, TECPATL?
WHEW!

CAN'T YOU MOVE ANY FASTER? CALMECAC WILL START SOON!
AND IF YOU THINK THE SUN NOT RISING IS TROUBLE, YOU SHOULD SEE TEACHER WHEN HE'S MAD!
I CAN'T HELP IT IF YOU'RE BIGGER THAN I AM!
YOU'RE JUST A LITTLE MONKEY! THAT'S WHY YOU WERE GIVEN THAT NAME!
WELL, SIR STONE CHIP, MONKEYS ARE QUICK AND AGILE! WHEN I'M IN BATTLE, NO ONE WILL EVER CATCH ME!
ME, I'M GOING TO BE A GREAT WARRIOR! THAT'S WHY THEY CALLED ME FLINT KNIFE!
AS SOON AS EVERYONE IS SEATED, WE WILL PRAY TO QUETZALCOATL AND THEN START OUR WRITING PRACTICE.
*CALMECAC--KAL-MEK-AK. QUETZALCOATL--KWET-ZAL-COH-AT-L.

A NOBLE AZTEC BOY'S LIFE REVOLVES AROUND CALMECAC, OR SCHOOL. EVERYTHING HE NEEDS TO LEARN--RELIGION, WRITING, HISTORY, MATHEMATICS, FIGHTING SKILLS--HE LEARNS FROM THE PRIEST-TEACHERS.

AT ABOUT 10 O'CLOCK, THE BOYS HAVE THEIR FIRST MEAL OF THE DAY. HUNGRY, THEY DIG INTO THEIR PORRIDGE, TAMALES AND CHOCOLATL.

HURRY UP! TEACHER SAYS WE CAN GO PRACTICE THE POLE CLIMB!
*CHOCOLATL--CHO-KOH-LAT-L.

I'M GOING TO BE THE ONE WHO GETS THE CROWN!
WAIT YOUR TURN, TECPATL! QUAUHTLI AND COYOTL ARE THE OLDEST AND GET TO TRY FIRST!
I'LL SHOW YOU HOW IT'S DONE!
*QUAUHTLI--KWA-OOT-LEE--EAGLE.
COYOTL--KAI-OHT-'L--COYOTE.

WELL, BROTHER DULL KNIFE, LET'S SEE IF A MONKEY KNOWS HOW TO CLIMB!
YOU, WHO WON THE CROWN! YOUR SERVICE IS REQUIRED! CLEANSE YOURSELF AND COME WITH US. YOU MAY CHOOSE ONE OTHER TO ACCOMPANY YOU.
I...I WISH MY BROTHER, TECPATL, TO COME WITH ME.

WHAT'S GOING ON?
SILENCE! WARRIORS DO NOT WHISPER IN THE RANKS!
OZOMATLI! TECPATL! TO HONOR YOUR FINE PERFORMANCE TODAY AND YOUR EXCELLENT RECORDS...
...THE LORD AXAYACATL HAS CHOSEN YOU TO AID IN THE NAMING OF HIS NEW SON, ON THIS, THE FOURTH DAY OF HIS LIFE!
THE BOY WILL BE NAMED AFTER THE MOST FAMOUS GREAT SPEAKER IN HISTORY!
YOU MAY PROCLAIM HIS NAME, MOCTEZUMA XYCOTZIN, TO THE GODS OF THE FOUR DIRECTIONS!
XIPE TOTEC, LORD OF SPRING, LORD OF THE EAST, WE PRESENT MOCTEZUMA XYCOTZIN!
HUITZILOPOCHTLI, LORD OF SUN, LORD OF THE SOUTH, WE PRESENT MOCTEZUMA XYCOTZIN!

*AXAYACATL--ASH-AI-YA-CAT-'L.— MOCTEZUMA XYCOTZIN--MOK-TEH-ZOO-MAH SHY-COHT-ZIN. XIPE TOTEC--SHEE-PEH TOH-TEK.

QUETZALCOATL, FRIEND OF MEN, LORD OF THE WEST, WE PRESENT MOCTEZUMA XYCOTZIN!
TEZCATLIPOCA, LORD OF FEAR, LORD OF THE NORTH, WE PRESENT MOCTEZUMA XYCOTZIN!
MY SUN, MOCTEZUMA! MAY THE SUN GIVE YOU STRENGTH. MAY YOU BE FILLED WITH HIS FIRE WHEN YOU GO INTO BATTLE!
THEIR TASK FINISHED, TECPATL AND OZOMATLI ARE INVITED TO JOIN THE FEASTING.
WITH OUR HELP IN NAMING HIM AFTER THE MOST FAMOUS GREAT SPEAKER...
...THAT BABY IS SURE TO BECOME A FAMOUS LEADER!
AND HE DID. MOCTEZUMA II (KNOWN TO US AS MONTEZUMA) BECAME THE GREATEST AND LAST EMPEROR OF THE AZTECS, RULING UNTIL THE SPANISH, UNDER CORTÉS, CONQUERED THE AZTEC EMPIRE IN 1519.
*QUETZALCOATL--KWET-ZAL-KOH-AT-L. TEZCATLIPOCA--TEZ-KAT-LI-PO-KAH.
END

FUTURE CARS

You'll be driving in wild style in the 21st century: Cars will zoom down the road at 150 miles per hour, read road signs along the way, tell you about local shops and hotels, and fold up when they get to their destination. Take a look at the hot wheels that'll be coming down the road.

EARTHMOBILE

It's fast. It's fun. It's...environment-friendly? That's not how you usually describe a sports car, but the Mazda RX-33 actually *helps* the earth it travels on: It runs on liquid hydrogen (the H in H_2O is hydrogen), so it gives off water instead of polluting exhaust. Even after the car's off the road, its lightweight materials can be recycled.

FABULOUS FOLDING CAR

Toyota's built a convertible that *really* converts. Once you park the Avalon, you can fold down the windshield and the spoilers so that they're flush with the rest of the car's body. One minute it's a sleek car, the next minute it's a sleek auto-box.

SPEEDMASTER

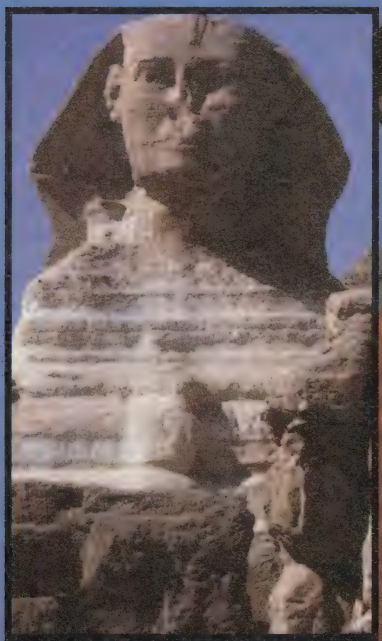
Faster than a speeding bullet, as powerful as a jet airplane...the Chevy Express runs on a gas turbine engine (which jets also use). That means that it runs best at top speeds. The Express would routinely travel at a speed of 150 miles per hour, so it looks like we'll be needing special highways for it...not to mention new speed-limit signs.

ENTERTAINMENT ON WHEELS

The Pontiac Pursuit is built almost like a video game. Instead of a steering wheel, it has handgrips with build-in controls for a computer, radio and telephone. Its dashboard display includes three TV screens. One gives information on the outside temperature, road conditions, local gas stations, hotels and shops. The other two let the driver see what's behind the car. So much for that rearview mirror.

ROAD-READER

Don't even think about speeding while you're driving Toyota's Photic. This car's equipped with light sensors that read road signs and do what they say. The big question: What does it do when it passes a fast-food billboard?



The Sphinx to the right is a computer-created picture of what the Great Sphinx of Giza, Egypt, looked like brand-new. Above is how it looks today.

THE TIME MACHINE

How science lets us look backward

A 1,500-year-old stone city named Nan Madol stands in a lagoon off a tiny Pacific island, though the people who built it are long gone. Local legend has it that two sorcerers made the stones of the city's buildings fly into place by magic.

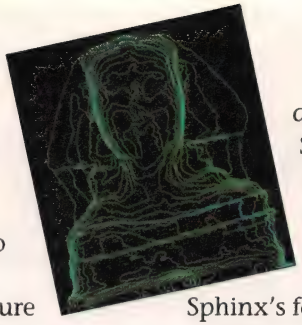
Nan Madol is mostly in ruins today, but scientists are rebuilding it. Now *they're* making the fallen bricks fly into place, as well—by computer.

They call this new techology CAD (computer-aided design), and it creates 3-D images of how ancient structures once looked. CAD and other new technologies are helping scientists figure out what happened thousands of years ago. And what they're finding is surprising.

Take Egypt's Great Sphinx of Giza. People have long believed that the Sphinx was built around 2500 B.C. But by using sound waves to "dig" beneath the rock's surface, the experts are finding that they may have been wrong. The waves bounce off cracks in the Sphinx's face and show that it might have been built as long ago as 7000 B.C.

Trying to figure out what the Sphinx

looked like when it was new is like trying to imagine your grandmother as a little girl. But again, computers are opening windows to the past.



Archaeologists measure the Sphinx with a simple ruler, then they photograph it. They trace over the photos on an electronic drawing board called a digitizer.

The digitizer makes a rough model of the Sphinx. Another computer program adds a "skin" to the model. Next, they put color on the Sphinx's face, sort of like computer makeup.

The final result: a photo-like picture of the sculpture that could fool a pharaoh.

—John Cade

The Iceman Emerges

It's one thing to try and piece together the parts of old statues. But what about when the subject is human?

Last year, climbers found a man who had been preserved in the ice of a glacier for *4,000 years*. Scientists rushed the body to a laboratory, where they refroze it and treated it with chemicals to keep it fresh.

"Death caught this man by surprise," said prehistory Professor Konrad Spindler of the University of Innsbruck (Austria), "so we can study how he lived, not how he was buried."

Scientists say "Iceman" is a treasure chest of information about prehistoric man. They believe he was between 20 and 40 years old, and stood about 5 feet tall. They're not sure *how* he died, but they think he may have been out hunting when it happened. He was found wearing a leather coat padded with hay; and he carried a birch bark backpack containing berries and a quiver with a bow and 14 arrows.

But the best-kept secrets about Iceman will likely come from the body itself. Scientists are trying to figure out what Iceman's favorite foods were based on how badly his teeth were worn—and on what they find inside his stomach.

Then there's the super-high-tech stuff: Researchers are taking slivers of Iceman's ribs and doing a special test, called "carbon dating," to see exactly how long he's been frozen. Others have X-rayed Iceman from head to toe to study his bones and other inside parts.

Still others are peeking into Iceman's very DNA—the building blocks of human chemistry—to discover any differences between him and modern man.

All these studies will allow scientists to learn almost as much from Iceman as if he could actually speak. If he really could talk, though, he'd probably have just a few words for the pokers and prodders: "Leave me alone!"

—J. C.

ILLUSTRATION, ROBERT JEW

CYBERGAMES

Have you discovered any secret tips for beating our favorite video games? Send them to:

DISNEY ADVENTURES, CyberGames
Disney Publications
500 South Buena Vista Street
Burbank, CA 91521-6018.

PAPERBOY

FORMAT: NES, Super NES, Game Boy and Sega Genesis. One player.

Tossing newspapers into mailboxes may look like no big deal, but in this game you have to do it on streets full of bad drivers, skateboarders, cats, angry people and potholes. You are the fearless paper delivery boy, facing the neighborhood with only a sack of papers on your shoulder. It's important not to run out of newspapers before you finish, so practice your aim. Paperboy is based on the megapopular arcade hit, and the Sega Genesis version has three levels of difficulty.

Tip: When throwing papers, try to break the windows of nonsubscribers' homes. They're worth extra points.

QUACKSHOT

FORMAT: Sega Genesis. One player.

Donald Duck, Daisy Duck, Goofy, Huey, Dewey and Louie are searching for treasure, but they have to find it before Pete's evil gang does. The game begins when Donald finds a secret map in an old book from Uncle Scrooge's study. From Donald's hometown of Duckburg, the crew is off to Mexico on a nonstop adventure. Donald explores many strange and dangerous places. His main weapon is a plunger that stuns the members of Pete's gang.

Tip: Watch out for birds carrying beehives. Try to hit them with the plunger quickly. *—Jason Rich*

"WOW!

. . . THE HOTTEST GRAPHICS WE'VE EVER SEEN!"
–GamePro TV

". . . INTRODUCES A SENSE OF REALITY NEVER BEFORE SEEN ON THE SUPER NES™!"
–VideoGames and Computer Entertainment Magazine

"SETS A NEW STANDARD IN VIDEO GAME ANIMATION... SUPERB! LIKE PLAYING THE MOVIE!!"
–Game Players Magazine

"AWESTRUCK!"
–Electronic Gaming Monthly

THE ROCKETEER

For the Super Nintendo Entertainment System.

Licensed by Nintendo

Disney SOFTWARE

© The Walt Disney Company

Official Nintendo Seal of Quality

Nintendo

Nintendo, Super Nintendo Entertainment System and the official seals are registered trademarks of Nintendo of America Inc.
© 1991 Nintendo of America, Inc.

IGS™ INFORMATION GLOBAL SERVICES, INC.

IGS is a trademark of Informational Global Services, Inc.
32 West Colorado Blvd., Pasadena, CA 91105

STICKY STROKES

There's honey in the middle of golf balls and in antifreeze mixtures.

FISH DE-FREEZE

Even during the coldest months of the year, the water at the bottom of a deep lake doesn't freeze. It stays at 39 degrees Fahrenheit. This way, fish have somewhere to hang out during winter.

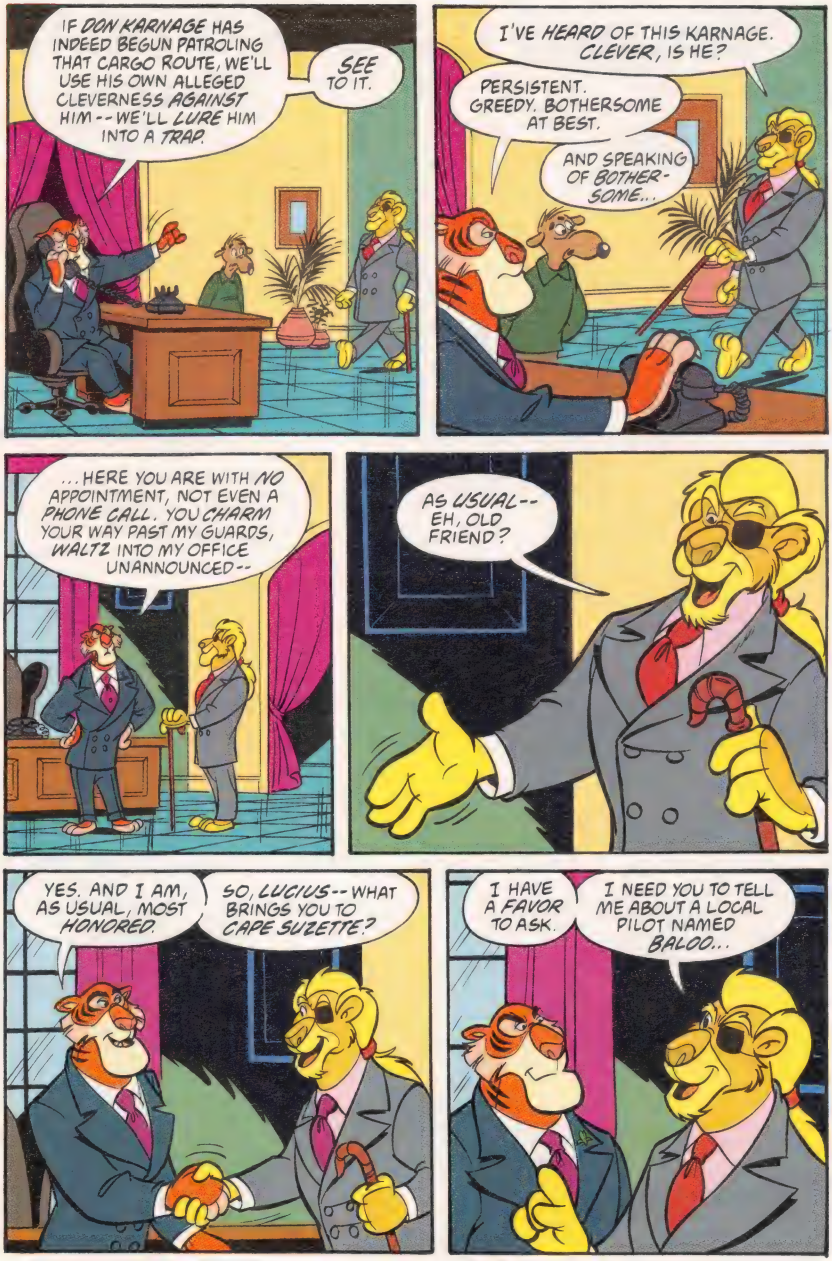
THE HAIRY TRUTH

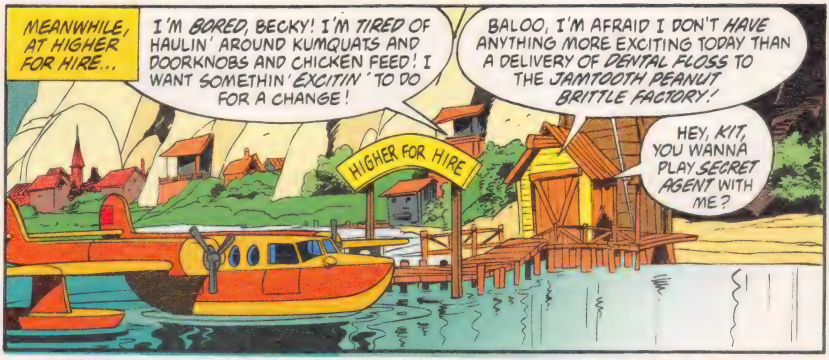
How fast your hair grows depends on what time it is. At night, hair grows pretty slowly, but it picks up speed. Between 10 and 11 in the morning, hair grows fastest. It slows down again until 4 p.m. Then it speeds up until 6 p.m., before slowing down for the rest of the night.

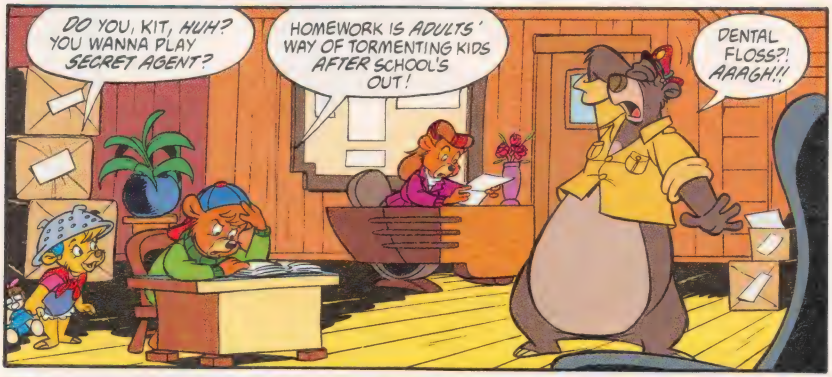
ILLUSTRATION: TLC GRAPHICS

HIGH ABOVE CAPE SUZETTE, IN THE PENTHOUSE SUITE OF THE KHAN INDUSTRIES BUILDING...
NO, DON'T DO ANYTHING. FIRST I WANT PROOF THAT THE AIR PIRATES ARE RESPONSIBLE. THEY'VE NEVER ATTACKED IN THAT AREA BEFORE--
ANOTHER PLANE DOWN? ;sigh:
MR. KHAN, SIR! MR. KHAN!
Disney's
TALESPIN
TM
The Gates of Shambhala
Part 1: "THE SILVER TONGUE"
I'M S-SORRY, SIR, B-BUT SOME MAN IS COMING TO SEE YOU, SIR, AND HE DOESN'T HAVE AN APPOINTMENT BUT HE GOT PAST SECURITY AND NOBODY SEEMS TO BE ABLE TO STOP HIM AND HE'S ON HIS WAY NOW AND--
WHAT IS IT??
;ULP!:

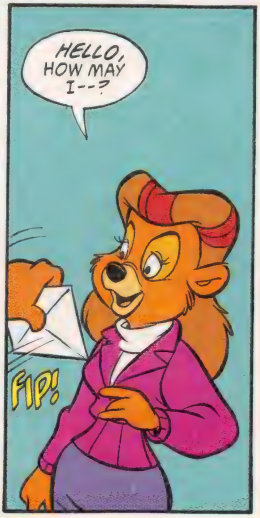
WRITER: BOBBI JG WEISS PENCILS: OSCAR SAAVEDRA INKS: R. TORREIRO, R. BAT, C. PAURA, P. BARBERO LETTERING: JOHN COSTANZA COLORING: SAM PARSONS


IF DON KARNAGE HAS INDEED BEGUN PATROLING THAT CARGO ROUTE, WE'LL USE HIS OWN ALLEGED CLEVERNESS AGAINST HIM--WE'LL LURE HIM INTO A TRAP.
SEE TO IT.
I'VE HEARD OF THIS KARNAGE. CLEVER, IS HE?
PERSISTENT. GREEDY. BOTHERSOME AT BEST.
AND SPEAKING OF BOTHER-SOME...
...HERE YOU ARE WITH NO APPOINTMENT, NOT EVEN A PHONE CALL. YOU CHARM YOUR WAY PAST MY GUARDS, WALTZ INTO MY OFFICE UNANNOUNCED--
AS USUAL--EH, OLD FRIEND?
YES. AND I AM, AS USUAL, MOST HONORED.
SO, LUCIUS--WHAT BRINGS YOU TO CAPE SUZETTE?
I HAVE A FAVOR TO ASK.
I NEED YOU TO TELL ME ABOUT A LOCAL PILOT NAMED BALOO...


MEANWHILE, AT HIGHER FOR HIRE...
I'M BORED, BECKY! I'M TIRED OF HAULIN' AROUND KUMQUATS AND DOORKNOBS AND CHICKEN FEED! I WANT SOMETHIN' EXCITIN' TO DO FOR A CHANGE!
BALOO, I'M AFRAID I DON'T HAVE ANYTHING MORE EXCITING TODAY THAN A DELIVERY OF DENTAL FLOSS TO THE JAMTOOTH PEANUT BRITTLE FACTORY!
HEY, KIT, YOU WANNA PLAY SECRET AGENT WITH ME?
HIGHER FOR HIRE


DO YOU, KIT, HUH? YOU WANNA PLAY SECRET AGENT?
HOMEWORK IS ADULTS' WAY OF TORMENTING KIDS AFTER SCHOOL'S OUT!
DENTAL FLOSS?! AAAGH!!

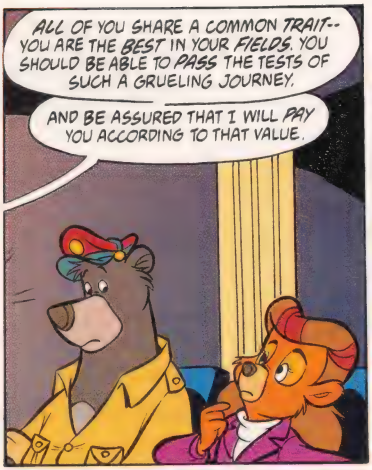
ALL RIGHT, EVERYBODY--
--QUIET!!
DING DONG!


HELLO, HOW MAY I--?
FIP!

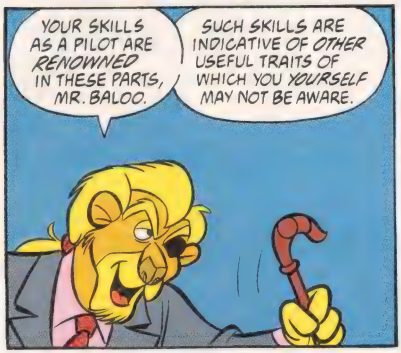
SO WHO'S THAT FROM?
IT'S FROM SHERE KHAN!

"YOU ARE REQUESTED TO ATTEND A MEETING TODAY AT 2:00 DURING WHICH TIME HIGHER FOR HIRE WILL BE INVITED TO TAKE PART IN AN UNUSUAL AND HIGHLY PROFITABLE BUSINESS VENTURE. SIGNED--
--THE SILVER TONGUE."
"SILVER TONGUE"??
I STUDIED HIS LIFE IN BUSINESS SCHOOL! I EVEN WROTE MY THESIS PAPER ON HIM!
YOU WROTE A PAPER ABOUT A TONGUE?
NO, HIS NAME IS LUCIUS--BUT HE'S CALLED "THE SILVER TONGUE" BECAUSE HE CAN MAKE PEOPLE DO THINGS FOR HIM! IT'S THE BASIS OF HIS SUCCESS!
HE WAS AN EXPLORER AND TREASURE-HUNTER WHO LATER BECAME ONE OF THE RICHEST BUSINESSMEN IN THE WORLD! EVEN SHERE KHAN STUDIED UNDER HIM!
OH, BALOO, HE'S AN AMAZING PERSON--AND I GET TO MEET HIM!
HE SOUNDS LIKE A CON MAN TO ME!
OH, MY GOSH--HE'S PROBABLY HEARD OF HIGHER FOR HIRE AND WANTS TO INVEST!
I CAN'T BELIEVE IT, BALOO--LUCIUS WANTS TO INVEST IN MY BUSINESS!!
WHOA, BECKERS! NOW DON'T GO JUMPIN' TO CONCLUSIONS--

YOU'VE GOT TO COME WITH ME, BALOO! HURRY UP, GET READY, CLEAN YOUR FINGERNAILS, PUT ON A TIE, BRUSH YOUR TEETH--
--AND FOR HEAVEN'S SAKE, LOOK RESPECTABLE!
NOW JUST A COTTON-PICKIN' MINUTE--!
Y'KNOW, LI'L BRITCHES--IF KHAN'S INVOLVED IN THIS, I DON'T LIKE IT ALREADY!
BETTER WATCH OUT FOR ENEMY AGENTS!
YOU SAID IT, PIGTAILS!
AND AT 2:00, IN A CONFERENCE ROOM IN THE KHAN INDUSTRIES BUILDING...
I'M PUTTING TOGETHER AN EXPEDITION TO SEARCH FOR SOMETHING THE BUSINESS WORLD HAS NEVER PROVIDED--SOMETHING GREATER THAN ANY TREASURE THE MUNDANE WORLD HAS TO OFFER. I SEEK--
--SHAMBHALA!
SHAMBHALA?! THE LEGENDARY CITY OF MYSTICAL WISDOM AND ALL THAT SILLY BROUHAHA?
NO OFFENSE, MR. LUCIUS, BUT THAT'S A MYTH!
TO THOSE WHO HAVE NEVER FOUND IT, YES--IT SEEMS TO BE MYTH.
I, HOWEVER, HAVE NEW INSIGHT AS TO ITS LOCATION. AND TODAY I SEEK TRAVELING COMPANIONS APPROPRIATE TO THE TESTS.


ALL OF YOU SHARE A COMMON TRAIT-- YOU ARE THE BEST IN YOUR FIELDS. YOU SHOULD BE ABLE TO PASS THE TESTS OF SUCH A GRUELING JOURNEY.
AND BE ASSURED THAT I WILL PAY YOU ACCORDING TO THAT VALUE.

UH, 'SCUZE ME, MR. LUCIUS, BUT-- I'M NOT SURE I'M CUT OUT FOR THIS KINDA WORK. YEAH, I FLY, BUT I'M NO MOUNTAIN CLIMBER LIKE THESE GUYS OR--
BALOO!


YOUR SKILLS AS A PILOT ARE RENOWNED IN THESE PARTS, MR. BALOO.
SUCH SKILLS ARE INDICATIVE OF OTHER USEFUL TRAITS OF WHICH YOU YOURSELF MAY NOT BE AWARE.

I HAVE A TALENT FOR, SHALL WE SAY, EVALUATING PEOPLE. TRUST MY ASSESSMENT, MR. BALOO--YOU ARE MOST APPROPRIATE TO MY NEEDS.

I ALSO UNDERSTAND THAT YOU HAVE A NAVIGATOR-- A MR. CLOUDKICKER.
BUT I SEE THAT HE IS NOT PRESENT.
HE'S HOME DOIN' HIS, UH--HOME-WORK!

AND AFTER READING ABOUT HIGHER FOR HIRE, I FEEL THAT YOU, MIZ CUNNINGHAM, WOULD FIND THE JOURNEY... INTRIGUING.
BUT WHAT DO I HAVE TO OFFER?

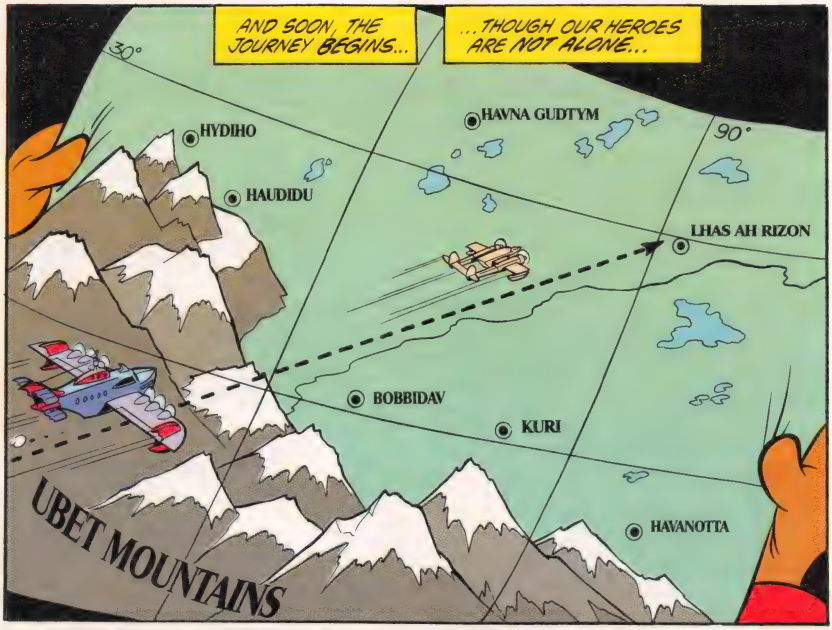
YOU SEEM TO BE A MOST RESOURCEFUL WOMAN. I NEED RESOURCEFUL PEOPLE.
OH... RIGHT...
AND WHEN THE MEETING HAS ENDED...
BECKERS, I GOTTA HAND IT TO YA--YOUR SILVER TONGUE FELLA WAS WORTH THE FUSS! WHY, THIS'LL BE LIKE GOIN' ON A PAID TREASURE HUNT!
BUT HE DIDN'T WANT TO INVEST...
WHO CARES? HE'S GONNA PAY US THREE TIMES WHAT WE'D NORMALLY EARN IN THE SAME AMOUNT OF TIME!
WELL... THAT'S TRUE!
AND AN HOUR AGO YOU SAID YOU WERE BORED!
HEH HEH! AN HOUR AGO-- I WAS!

THEY'LL DO. I'LL HIRE NATIVE GUIDES AND PACK MEN ONCE WE'RE THERE.
YOU STILL NEED MEN TO GUARD YOUR COMPANY, LUCIUS.
THE UBET MOUNTAIN PEOPLE ARE SAVAGES. ONE WRONG MOVE THERE AND YOU MAY NEED AN ARMY TO PROTECT YOU.
ALLOW ME TO SUGGEST A SECURITY COMPANY OF MINE, WHOSE TRAINED PERSONNEL--
THANK YOU, MY FRIEND, BUT I'VE ALREADY MADE ARRANGEMENTS IN THAT AREA.
I SEE.
WHO DO YOU HAVE IN MIND?
I AM RUNNING OUT OF PATIENCE!
YEAH, WELL, I WISH YOU'D RUN OUTTA TIME AND GET OUTTA HERE!
LOUIES

DO NOT BE FLAPPING THE SMART LIP AT ME, MY VINE-SWINGING VICTIM, OR I WILL CARVE FOR YOU A THIRD NOSTRIL!
NOW WHERE IS THE MAP?!
I TOLD YOU, KARNAGE -- I DON'T KNOW ANYTHING ABOUT ANY MAP!
NOW, C'MON, THIS SILK SHIRT AIN'T CHEAP -- AND NEITHER IS THE NECK!
HEY, LOUIE, GUESS--
--WHAT?!
NOW'S OUR CHANCE, FELLAS!
GET 'EM!
CHARGE!!
AAAGH!
KA-PAK!
BONK!

HEY, WATCH WHERE YOU ARE THROWING THAT!
HA HA! THANKS, BALOO!
F-FFWOOSHH!
ANY TIME, BUDDY! NOW MOVE ASIDE SO I CAN GET A CLEAN SHOT THIS TIME!
I WILL BE BACK FOR THE MAP, LOUIE! I SUGGEST YOU JOG YOUR MEMORY IN THE MEANTIME!
KONK!
:URK--!:
SO WHAT WAS ALL THAT ABOUT?
BEATS ME, CUZ! KARNAGE THINKS I HAVE SOME KIND OF TREASURE MAP--
--BUT I DON'T KNOW WHAT HE'S TALKING ABOUT!

WELL, YOU'LL FORGET ABOUT OL' KARNY WHEN YOU HEAR MY NEWS--WE'RE GOIN' TO UBET!
W-WHAT--ME??
NO, KIT AN' ME--AND BECKY, TOO!
WE JOINED AN EXPEDITION HEADED BY SOME RICH FELLA NAMED LUCIUS! HE WANTS TO FIND--GET THIS--THE CITY OF SHAMBHALA!
BUT THAT'S JUST A LEGEND, CUZ! YOU KNOW, ONE OF THOSE PARADISE-ON-EARTH GIGS THAT PEOPLE TALK ABOUT WHEN THEY'RE DEPRESSED!
IT'S NO MYTH! LUCIUS SAYS IT'S IN THE VALLEY OF LIGHT, SOMEWHERE IN THE JAVALAVA MOUNTAINS OF UBET!
HEY, MAN, YOU WANNA FREEZE YOUR EYEBALLS OUT, GO TO THEMBRIA--IT'S CHEAPER!
SLURP!
LOUIE, WE'RE GETTIN' PAID A FORTUNE TO BE TRAVELING COMPANIONS TO THIS GUY! WE'RE GOIN' WITH SOME MOUNTAINEERS AND LUCIUS HIMSELF!
SO WHAT DID HE PICK YOU FOR?
I'M AN ACE PILOT, PAL, AN' ONLY ACE PILOTS CAN FLY IN "HIGHLY ADVERSE CONDITIONS"!
AND ACE PILOTS NEED THEIR NAVI-GATORS!
YEAH--AND BOTH OF YOU NEED A REALITY CHECK!
HMMMM...


AND SOON, THE JOURNEY BEGINS...
...THOUGH OUR HEROES ARE NOT ALONE...
30°
90°
HYDIHO
HAUDIDU
HAVNA GUDTYM
LHAS AH RIZON
BOBBIDAV
KURI
HAVANOTTA
UBET MOUNTAINS

CAP'N, ARE YOU SURE THIS LUCIUS GUY REALLY KNOWS WHAT HE'S TALKING ABOUT?
YAH, DIS SOUNDS LIKE VON BIG SNARK HUNT TO MEE!
THERE ARE NO SNARKS IN SHAMBHALA, YOU IGNORANEMOUS IDIOT!

BUT THERE ARE TREASURES THERE FROM AROUND THE GLOBE! GOLD AND SILVER AND GEMS--ALL FOR OUR TAKING!

LEGENDS SAY THAT THE PEOPLE OF SHAMBHALA ARE WIMPY LITTLE SHEEPIE-TYPES WHO HAVE NO WEAPONS! THEY JUST GROW PRETTY FLOWERS AND SMILE ALL DAY LONG!
IF THIS IS TRUE, ALL WE HAVE TO DO IS FOLLOW OUR UNSUSPECTABLE GUIDES INTO THE CITY AND PLUNDER IT OUT FROM UNDER THEM!
EASY AS PUDDING, YES-NO?
MY MEN, THIS WILL BE THE GREATER PLUNDER IN PIRATE HISTORY!
THE CITY OF LHAS AH RIZON, AT THE EDGE OF THE JAVALAVA MOUNTAINS OF UBET...
LOOK DOWN THERE, LI'L BRITCHES! THIS PLACE MAKES THEMBRIA LOOK LIKE A SUMMER RESORT!
YEAH! I WONDER WHAT IT'S LIKE HERE IN THE WINTER!
AND SOON, AFTER LANDING...
THIS IS THE POTALA--THE PALACE OF THE GREAT HELU DALI LLAMA.
WHAT DO YOU WANT WITH HIM?
YOU'LL SEE. COME--WE MUST CLIMB.
OH, GREAT! I GET TO CLIMB WHILE THE MOUNTAINEERS STAY WITH THE SEA DUCK!

AND SOON, IN THE GRAND RECEIVING ROOM...
GREETINGS, STRANGERS. YOU DESIRED AN AUDIENCE. SPEAK, THEREFORE, AND I SHALL LISTEN.
O WISE ONE, LEGENDS MAINTAIN THAT THERE ARE TUNNELS THAT LEAD FROM THIS PALACE DIRECTLY TO THE VALLEY OF LIGHT--
FOR WHAT REASON DO YOU WISH TO FIND SUCH A PASSAGE? WHAT DO YOU SEEK IN THE VALLEY OF LIGHT?
I SEEK THE GATES OF SHAMBHALA!
NO TUNNELS EXIST, STRANGER--
--AND THE VALLEY OF LIGHT IS A DREAM.
THEN MAY I EXPLORE THE PALACE GROUNDS, JUST TO SATISFY MY OWN CURIOSITY?
CURIOSITY LEADS ONE ASTRAY FROM THE PATH OF UNDERSTANDING.
SEEK TRUTH AND YOU WILL UNDERSTAND ALL!
GEEZ, DO THEY ALL TALK LIKE THAT AROUND HERE?
CONTINUE YOUR SEARCH ELSEWHERE, EAGER ONE. MY THOUGHTS GO WITH YOU.
SHH!

AW, HE WAS LYIN'! I COULD SEE IT IN HIS EYES!
BUT, PAPA BEAR, WHY WOULD HE LIE?
IT DOESN'T MATTER IF HE LIED OR NOT. I ASKED A QUESTION-- HE GAVE AN ANSWER. AS A GUEST, I CAN'T PRESS HIM FOR ANY MORE THAN THAT.
THEN WHY DON'T YOU JUST "SILVER TONGUE" THE GUY? THEN HE'D TELL YA, RIGHT?
MR. BALOO, THE TERM "SILVER TONGUE" IS NOT A VERB. I MOTIVATE PEOPLE--I DO NOT ORDER THEM AROUND WITH A MAGIC WHIP. CLEAR?
GOOD.
UH,.. CLEAR, SIR!
YOU BET!
RIGHT!
BESIDES, IF TUNNELS DO EXIST AND THE HELU DALLI LLAMA CHOOSES NOT TO TELL ME, THAT'S ACCEPTABLE. EACH MAN DOES WHAT HE MUST IN LIFE.
IF I AM MEANT TO FIND SHAMBHALA, THEN ONE WAY OR ANOTHER--
--I WILL!

AND SO...
WHERE TO NOW, LUCIUS?
SOUTH, FURTHER INTO THE MOUNTAINS! THERE ARE OTHER SMALL CITIES I WANT TO CHECK!
HOW DO WE KNOW WHICH WAY'S SOUTH? LOOK AT THE COMPASS--IT'S GOING CRAZY!
IT WAS FINE A MINUTE AGO! BALOO, WHAT'S WRONG WITH IT?
THE SAME THING THAT'S WRONG WITH THE STEERIN' WHEEL!
IT'S LIKE WE'RE SUDDENLY CAUGHT IN A WHIRLWIND ONLY--THERE'S NO WIND!!
I CAN'T HOLD HER STEADY!
SORRY, MR. LUCIUS!
MAYBE I'M NOT THE BEST PILOT FOR THIS JOB AFTER ALL!
Next issue
Part 2: IDOL CHATTER

SAVE

MORE THAN $5.00 OFF THE NEWSSTAND PRICE!

YES! Please send me 12 issues of DISNEY ADVENTURES for $17.95!

NAME (PLEASE PRINT) AGE

ADDRESS

CITY STATE ZIP

❑ PAYMENT ENCLOSED (Check or money order payable to DISNEY ADVENTURES)

❑ BILL ME LATER

PARENT'S SIGNATURE

California residents, please add 7 1/4% tax. B1C92A
Canadian orders: 12 issues for $25.75 (includes GST).
Please allow 6 to 8 weeks for delivery.

© 1992 The Walt Disney Company

The Magazine for Kids
Disney Adventures
MALVER JAMMER HAMMER & OTHER MUSIC WINNERS INSIDE
HOOKED ON PIRATES
THE TOP VIDEO GAMES

NO POSTAGE
NECESSARY
IF MAILED
IN THE
UNITED STATES

BUSINESS REPLY MAIL
FIRST CLASS MAIL PERMIT NO. 101 MT. MORRIS, IL

POSTAGE WILL BE PAID BY ADDRESSEE

Disney Adventures

P.O. Box 380
Mt. Morris, IL 61054-7728

GOING FOR GOLD IN THE COLD

HEADLINE ILLUSTRATION: MIKE CRESSY

ALBERTVILLE 92

This February, the 1992 Winter Olympic Games will be held in Albertville, France. Hundreds of skaters, skiers, lugers and bobsledders from around the world will descend on the snowy French mountain town to compete for gold medals—and the world's top honors—in seven winter sports. Here are some of the hottest prospects going for the gold.

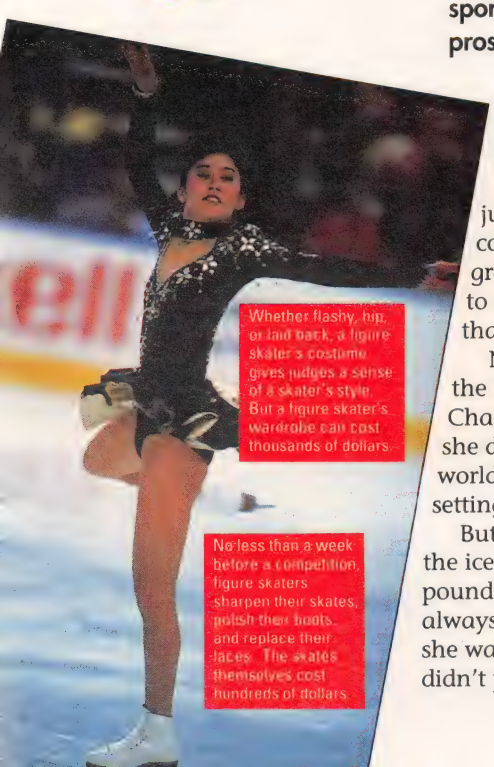

Whether flashy, hip, or laid back, a figure skater's costume gives judges a sense of a skater's style. But a figure skater's wardrobe can cost thousands of dollars.
No less than a week before a competition, figure skaters sharpen their skates, polish their boots, and replace their laces. The skates themselves cost hundreds of dollars.

FIGURE SKATING

KRISTI YAMAGUCHI

It's one thing for a figure skater to jump in the air and spin around three complete times before landing with a graceful swoosh. But it's another thing to do that without ever leaping more than 2 feet off the ice.

Nineteen-year-old Kristi Yamaguchi, the 1991 Singles World Figure Skating Champion, does it all the time. In fact, she did six triple jumps when she won the world championship, setting a record.

But such success on the ice for the 5-foot, 92-pound Yamaguchi wasn't always a good bet. When she was born, her feet didn't point in the proper

Stone Age man made skates out of bone. These evolved into wooden skates, like this 15th century skate, which were easier to sharpen.

directions. She had to wear plaster casts for the first seven months of her life, and special shoes after that.

To help strengthen her feet, Kristi began taking skating lessons when she was six—and she's been gliding, leaping and spinning on ice ever since then.

These days, Kristi hits the ice by 5 a.m. for five hours of practice before heading to school. She's in bed by 7:30 at night. She's also given up skating with a partner to concentrate on her best sport, the singles competition. The result: She has a great chance to become the first American figure skater to win an Olympic gold medal since Dorothy Hamill did it in 1976.

Other top figure skaters: Tonya Harding, 1991 U.S. champion; Nancy Kerrigan, 1991 U.S. third place; Midori Ito, 1989 World Champion from Japan.

BLACK & WHITE ILLUSTRATIONS CINDY BLECK CHICOINE

CHOOSE YOUR SKATE

Figure skates have high-topped boots and a blade with teeth at the tip for launching jumps and gripping the ice.

Speed skates are low topped, with a 12- to 18-inch-long blade that is flat and thin for greater push.

Hockey skates have sturdy, low-topped boots with blades that curve at each end for faster turning.

WHAT THOSE SCORING NUMBERS MEAN

0	DID NOT SKATE
1	VERY POOR
2	POOR
3	MEDIOCRE
4	GOOD
5	VERY GOOD
6	PERFECT, FLAWLESS

Decimals are often used after a number to show that a performance scored between two categories. A 5.7 score would separate an almost-perfect performance from a flawless one.

One famous figure skating move is the Lutz jump, created by Gustav Lussi. The skater uses the free (trailing) toe to help take off from the back outside blade edge. The skater then rotates in the air and lands on the same back outside blade edge.

SPEEDSKATING

BONNIE BLAIR

When Bonnie Blair speeds, the police in her hometown of Champaign, Illinois, don't give her a ticket. They cheer. That's because Bonnie, 27, does her speeding on ice—she's one of the world's fastest speedskaters. And the local police have helped pay her training expenses in her pursuit of Olympic gold.

Not that Bonnie doesn't already own Olympic gold. In the 1988 Winter Games, Bonnie won the 500-meter sprint and set a new world record that hasn't been broken since. And reaching speeds of more than 30 miles per hour on the ice, she now holds U.S. records in the 1,000- and 1,500-meter sprints as well.

When Bonnie first took up speedskating, it was no surprise to her family. On the day she was born, her father dropped her mother off at the hospital and headed to a speedskating meet to watch other members of the Blair family compete. In the middle of the event, an announcement came over the loudspeaker: "Another skater" had been born to the Blair family.

Sure enough, at the age of two, Bonnie was on skates. Now, Bonnie is so much faster than other American women speedskaters that she often trains with the fastest U.S. men skaters to keep her edge. But Bonnie would like to encourage more young people to excel in speedskating. She's even asked the police in her hometown to switch their donations from her to younger skaters who could use the help.

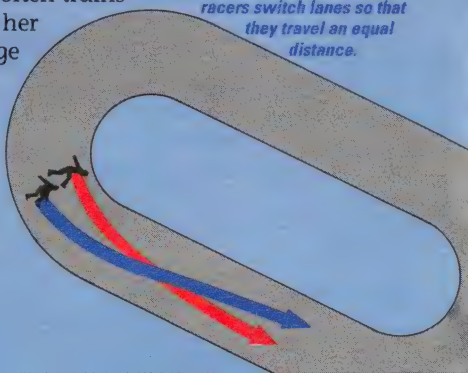
Other top female speedskaters: Monique Garbrecht and Angela Hauck, Germany; Qiaobo Ye, China.

To help gain speed, speedskaters alternately swing each arm high, back and out. The arm swings become longer as the skaters' strides increase.

The speedskater's trailing skate blade barely touches the ice. On curves, speedskaters use a cross-over step to keep their balance and pick up speed.

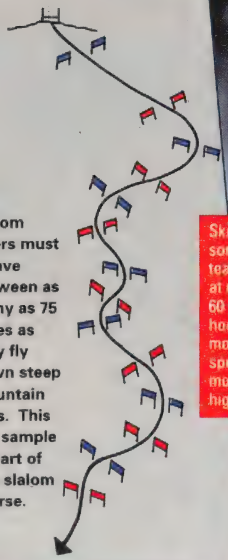
After building momentum, speedskaters settle into racing form: They bend at the waist and push off on one skate while gliding toward on the other.

Speedskaters travel more than 30 miles per hour—they're the fastest of all self-propelled humans. Most motorbikes barely reach that speed.



In most speedskating events, pairs of skaters race against a clock on a 400-meter oval. The oval is divided into 13-inch-wide inner and outer lanes separated by a line of snow, rubber, or wood. At a certain place in the track—opposite the finish line—the racers switch lanes so that they travel an equal distance.

THE SLALOM COURSE



Slalom skiers must weave between as many as 75 gates as they fly down steep mountain runs. This is a sample of part of one slalom course.

The slalom events are more than just tests of pure speed, like downhill races, they challenge skiers' control, agility and technique as the skiers maneuver through a jumble of gates while flying down a mountainside.

Ski racers sometimes tear downhill at more than 60 miles per hour. That's more than the speed limit on most major highways.

Racers drag their inside skis to help them figure out their positions in relation to the snow. By angling the skis into a mountain slope, slalom racers can control their movement while weaving between the slalom gates.

THE SLALOM ALBERTO TOMBA

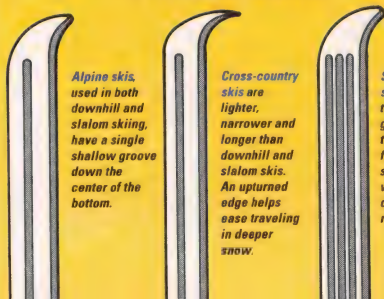
"I will win," predicted Italian slalom skier Alberto Tomba the day before he raced in the 1988 Winter Olympics. "Trust me."

Alberto did win, taking back to Italy two gold medals—and making a reputation for himself world-wide as one colorful character.

Before racing at the '88 Olympics in Calgary, Canada, Alberto turned to his nervous rivals and said, "OK, boys, keep calm. And good luck to all." Then, between his ski runs, he'd call his parents in Italy—collect—to ask what they thought of his performance. Finally, he tried—with the media dogging him—to get a date with figure skating gold medal winner Katarina Witt of Germany. (She didn't go for it.)

But Alberto did not win his fame by just being colorful. In his specialties, the slalom and giant slalom, Alberto slashes back and forth between poles as he speeds downhill as fast as 60 miles per hour. At such speeds, he must be very precise; falling or missing one pole means he's out. He won the slalom race in Calgary by only $^{12}/_{100}$ of a second—less time than the

THREE SKIS



Alpine skis, used in both downhill and slalom skiing, have a single shallow groove down the center of the bottom.

Cross-country skis are lighter, narrower and longer than downhill and slalom skis. An upturned edge helps ease traveling in deeper snow.

Ski-jump skis have three or more grooves on the bottom for added stability while racing down the ski ramp.

blink of an eye!

As for Alberto's chances to win more gold in the '92 Winter Games, a friend says, "He loves the attention. He thrives on it. And he knows that he has to win to have it." Alberto, himself, makes this prediction: Albertville will soon be known as "Alberto-ville."

Other top skiers: Franz Heinzer, Switzerland; Marc Girardelli, Luxembourg; Helmut Hoefloehner, Austria; A.J. Kitt, United States.

To steer a bobsled, the two- or four-man crew learns to lean as a unit from side to side rather than turn the runners, which slows the sled.

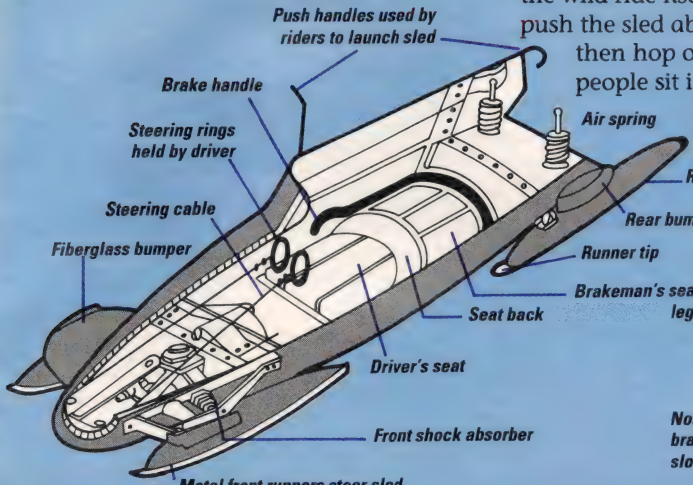
A bobsled's runners have to be kept below a certain temperature—4 degrees Centigrade—so as not to melt the course or artificially increase speed. They also have to be rounded—a too-sharp edge means disqualification.

BOBSLED

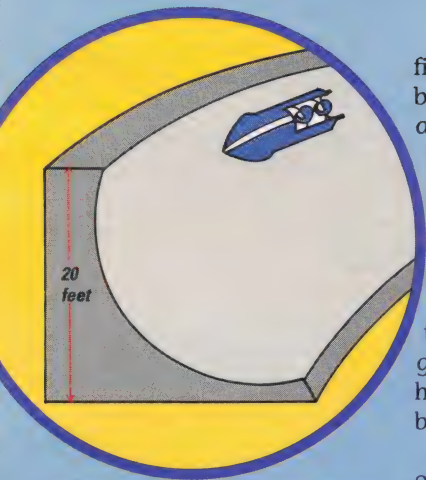
You think a roller coaster is fast and scary? Well, those dips and loops may be stomach-turning, but at least you can't fall off or flip over.

Bobsledding is a different story. It's a super-fast ride down a twisting, turning sheet of ice in a sled that could flip over at any second. Bobsleds can go almost 100 miles per hour—and all their drivers see is a blur of color and light. Bobsled racing has two main parts: the start—the key to a fast time—and the wild ride itself. Sprinting racers push the sled about 20 yards and then hop on. Two to four people sit in the sled, which looks like an airplane nose on skates.

THE BOBSLED



Not visible: toothed "rake" brake for emergency stops and slowing sled after the finish line



Bobsledding is like a roller coaster on ice. The athletes careen down ice-walled chutes, reaching speeds of nearly 100 miles per hour! (Many cars can't even go that fast.) These high speeds also create a high pull of gravity, or G's, on the racers—up to four times normal gravity. That means a 300-pound sled would act more like a 1,200-pound sled.

The driver steers by pulling ropes, trying to find the quickest way through the curves. The brakeman uses a metal claw to stop the sled at the end of the run. On a four-man sled, the other two guys hold on for dear life.

Football star Herschel Walker has joined the U.S. bobsled team to help speed up their push-off. He'll also be the brakeman for Number 1 driver Brian Shimer.

But that's not *all* there is to bobsledding; this is one high-tech sport. Brian sits at a giant video game—like simulation to prepare himself for the twists and turns of Albertville's bobsled track.

Then there's the aerodynamics (the science of air flow). Like rocket designers, U.S. bobsled engineers use NASA wind tunnels and models to create the perfect shape for cutting the wind and increasing speed. They're very secretive about their designs. Who knows what other countries might be spying to steal them?

Other top bobsled drivers: Wolfgang Hoppe, Germany; Gustav Weder, Switzerland.

SKI JUMPING

ANDREAS FELDER

Ski jumpers don't use poles to launch themselves into the air—they swing their arms. Then they tip their skis upward and ride the air currents, leaning forward over the skis.

Ski jumpers may seem to be flying high on TV, but they're really never much more than 10 feet off the ground.

As one of the world's top ski jumpers, Austria's Andreas Felder races down a steep, snow-covered 150-foot-long ramp at nearly 60 miles per hour. Then he shoots off the ramp into space, gliding hundreds of feet down the mountain before landing back on his skis.

That is, if he lands on his feet. The crashes of ski jumpers are famous

for being both spectacular and dangerous.

Felder won the 1990-91 World Cup overall title at the age of 29, making him the oldest skier to ever win that event. Now he's aiming to become the oldest winner of the Olympic gold medal for ski jumping.

But Felder won't be the only Austrian who has a great chance at the Olympic ski jumping gold. His lifelong friend, Ernst Vettori, is also one of his biggest rivals. The two spend so much time together, they're known as "the Ski Twins," or as "Feldori."

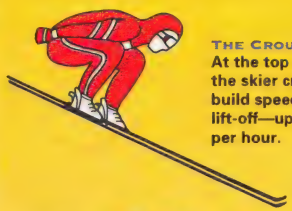
And what will Felder do when he's *really* too old to ski jump? It sure won't be hang gliding, he says. He gave that up because...it's too dangerous.

Other top ski jumpers: Matti Nykanen, Finland; Stefan Zuend, Switzerland; Franci Petek, Yugoslavia; Stephan Horngachar, Austria; Andre Kiesewetter, Germany; Dieter Thoma, Germany.

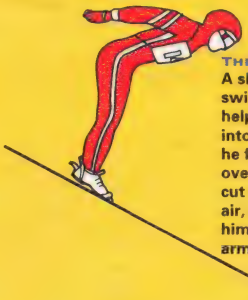
—Jim Buckley

JUMP START, JUMP FINISH

From start to finish, a ski jump takes less than four seconds. Here are three key parts of a jump.



THE CROUCH
At the top of a jump, the skier crouches to build speed for the lift-off—up to 65 miles per hour.



THE LIFT-OFF
A ski jumper swings his arms to help lift himself into the air. Then he flattens himself over the skis to cut through the air, balancing himself with his arms.

THE OUTRUN GLIDE
Ski jumpers are partly judged on the softness of their landing, and they have to glide to a stop in this position. Their hands can't touch the ground.

Inrun—the slope where a ski jumper builds up speed

Landing hill—point where the skier takes to the air

When Matti Nykanen of Finland won the gold medal in the 70-meter ski jump (1988), he flew 294 feet—almost the length of a football field.

Norm—area where ski jumper should land

Critical point—point where landing becomes very dangerous

Outrun—where jumper slows and stops

Winter Olympic Trivia:

THRILLS, CHILLS & SPILLS

The Olympics started in Greece, where there's not a lot of snow and ice. So it wasn't until 1924 that the first Winter Olympic Games were held in Chamonix, France. Now they happen every four years. Check out these facts from Winter Olympics past.

NEVER HURTS TO TRY The award for the worst team in ice hockey history goes to the 1948 Italian squad. Winless in eight games, they were outscored 156 to 24, including a 31-1 loss to the U.S. team.

THE NORWEGIAN DOLL The greatest figure skater of all time, Sonja Henie, competed in her first Olympics when she was only 11 years old. "The Norwegian Doll" finished last that year (1924), but four years later she came back and won the gold—the first of three consecutive gold medals. Later she turned pro and became even more famous for her movies and ice shows.

Sonja Henie

ALL IN THE FAMILY For some reason, certain events in the Winter Olympics become family affairs. Here are just a few examples:

▲ In 1956, Hayes Alan Jenkins won the gold in figure skating. Four years later, his brother David did the same thing.

▲ In 1964, the Goitschel sisters of France—Christine, age 19, and Marielle, age 18—finished first and second in the special slalom. Then they reversed the order in the giant slalom.

▲ In 1984, the Mahre brothers, Phil and Steve, won silver and gold medals in the slalom.

▲ On the champion U.S. hockey team of 1960, there were two sets of brothers: Bill and Bob Cleary, and Roger and Bill Christian. Twenty years later, when the U.S. team again stunned the world and won the gold, one of the heroes was David Christian—Bill's son.

Hayes Alan Jenkins skates for judges

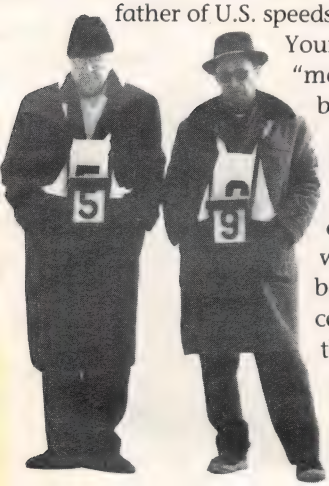
SNOW JOB It's tough to have a Winter Olympics without snow. At the 1964 Winter Games in Innsbruck, Austria, 3,000 soldiers spent several days hauling snow by truck from surrounding valleys and packing it by hand on the ski slopes and sled runs.

DON'T BLINK When the world's best athletes compete, you know the races will be close. In 1988, the American speedskater Bonnie Blair beat Christa Rothenburger of East Germany by only two one-hundredths (.02) of a second. Speedskaters skate in pairs against the clock. Had Blair and Rothenberger been paired up, Blair would have won by about 10 inches—less than the length of a single skate.

MOON CHILD Speedskaters dress for...well, *speed*. Their aerodynamic bodysuits are skintight, with special thumb loops to keep sleeves from riding up—even the tiniest wrinkle creates wind drag.

During the 1976 Olympics, the father of U.S. speedskater Sheila Young called her "moon child" because her suit made her look like an alien. Young also skated without socks because she could "feel" the skates better barefoot.

—Bob Daily



HEAVY MEDAL

▲ Scotty Allen of the United States is the youngest person ever to earn a medal in the Winter Olympics. He won the figure skating bronze in 1964—two days shy of his 15th birthday.

▲ The oldest medal winner is Giacomo Conti, who in 1956 won a gold in the two-man bobsled—at the age of 47.

▲ Speedskater Lydia Skoblikova of the USSR won the most gold medals in Winter Olympics history: two in 1960 and four in 1964.

▲ Speedskater Eric Heiden of the United States won the most gold medals in a single Winter Games: five in 1980.

▲ Sixten Jernberg of Sweden tied with Raisa Smetanina of the USSR for winning the most medals overall. They each won nine.

▲ Eddie Eagan, an American, was the first athlete to win gold medals in both the Summer and Winter Olympics. He was the 1920 light-heavyweight boxing champion. Then he rode the winning four-man bobsled in 1932—even though he had never been on a sled before the Games.

—B.D.

TWO COOL SKATES

Picture yourself speeding faster than most kids ever go on a bicycle. You have no safety belt and no crash helmet. And you're heading straight for a wall.

Sound like fun?

It is for speedskaters Mike and Chris Witty of West Allis, Wisconsin. Well, crashing isn't—although Chris, 16, says there's not much you can do if it's going to happen. She just relaxes and absorbs it. "If you tense up, you'll get injured," she says. "And don't hit feet first or you'll break your leg."

Danger is part of the excitement and challenge for expert speedskaters like Chris and Mike. Chris made the '91 Junior World Team and Mike the '91 Junior National Team. Both want a ticket to speedskating stardom: the trip to Albertville, France, and the Winter Olympics.

It all started for the brother-sister duo back in 1985 when Mike talked his sister into entering a local race.

"Anyone could enter," says Mike. "We were just goofing around." Mike won his division. But Chris, wearing only *figure skates,* blew away her competition. In the 500-meter event (about the length of five football fields), Chris was already sitting in the stands when the next racer finished.

Still, it's a long road to Albertville—and an expensive one. Their skates alone cost between $300 and $500 a pair. And they spend months away from home competing and training in places such as Chicago, Colorado Springs and Canada.

But they don't mind. They've met athletes from around the world, and they love the freedom. "But you have to be reasonable," says Chris, "because you have to be up by 7 a.m. and run a couple of miles before workouts. Then comes five or more hours of skating and conditioning. It makes you too tired for trouble."

—Judy Carlough

Get on the ball. Series II from NBA HOOPS has arrived. With a tremendous line-up and NO REPEATS from last fall's explosive Series I.

This year's Series II contains history in the making... the very first NBA HOOPS USA BASKETBALL Cards.

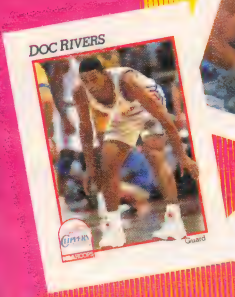
And the premiere of the honored SUPREME COURT™... 54 players judged to be among the hottest in the NBA.

Look for NBA HOOPS Series II cards TODAY. We're the official basketball card of the NBA. And WE'RE JAMMIN'.

Big Shots

SERIES II from NBA HOOPS.™

All New Cards!



We're Jammin'

All NBA and team insignias depicted on this product are the property of NBA Properties, Inc. and the respective NBA teams and may not be reproduced without the written consent of NBA Properties, Inc. © 1992 NBA Properties, Inc. Distributed by Impel Marketing, Inc.

The MUMMY Who Walked

In their latest adventure, Sean and Brian travel to exotic Egypt and face danger in an ancient burial tomb

Short Story by Joan Lowery Nixon

Sean Quinn squinted into the viewfinder on the camera that hung around his neck, aiming it through the hotel window at the busy Cairo street. "The first thing I want to do is ride a camel," he said.

"We're not here to ride camels," Brian reminded his nine-year-old younger brother. "We're in Egypt because an ancient village was discovered, and Dad was hired to find out who's stealing artifacts from it."

"I hope the artifacts are just stuff like old pots and bowls," Sean said, "and *no* mummies."

"Mummies are just dead people," Brian said. "You don't have to be scared of them."

Before Sean could answer, their mother crossed the lobby to join them. "Hurry, boys," she told them. "Mr. Nyazi has arrived with a van to take us to the excavation."

A few minutes later, Brian and Sean were introduced to Mr. Nyazi, who herded the Quinns into his van and gave instructions to his driver.

The streets were crowded with people, some dressed in American-style clothing and others wrapped in long, bulky robes. Sean spotted several men leading camels and began taking instant photos, but Brian was more interested in what Mr. Nyazi was telling his father.

"Our government believes this village is one of our most important discoveries. Pharaohs may have lived there. Already we

ILLUSTRATION TM HUPA

have uncovered living quarters and tombs of the upper class."

Sean stared at Mr. Nyazi. "Tombs? That means mummies, doesn't it?"

Mr. Nyazi nodded and went on with his explanation. "A few days ago some valuable, ancient Egyptian statues and pottery were offered for sale in Europe. We suspect they were stolen from our new discovery, although security has been tight. No one but the archaeologists and workers have been allowed on the site."

After a few moments, the van left the highway. In the distance were pyramids, but just ahead were large mounds of earth, piles of lumber, and a swarm of people.

Mr. Nyazi sat upright, clutching the arm of his seat. "Now what's going on?" he said. "They should be working."

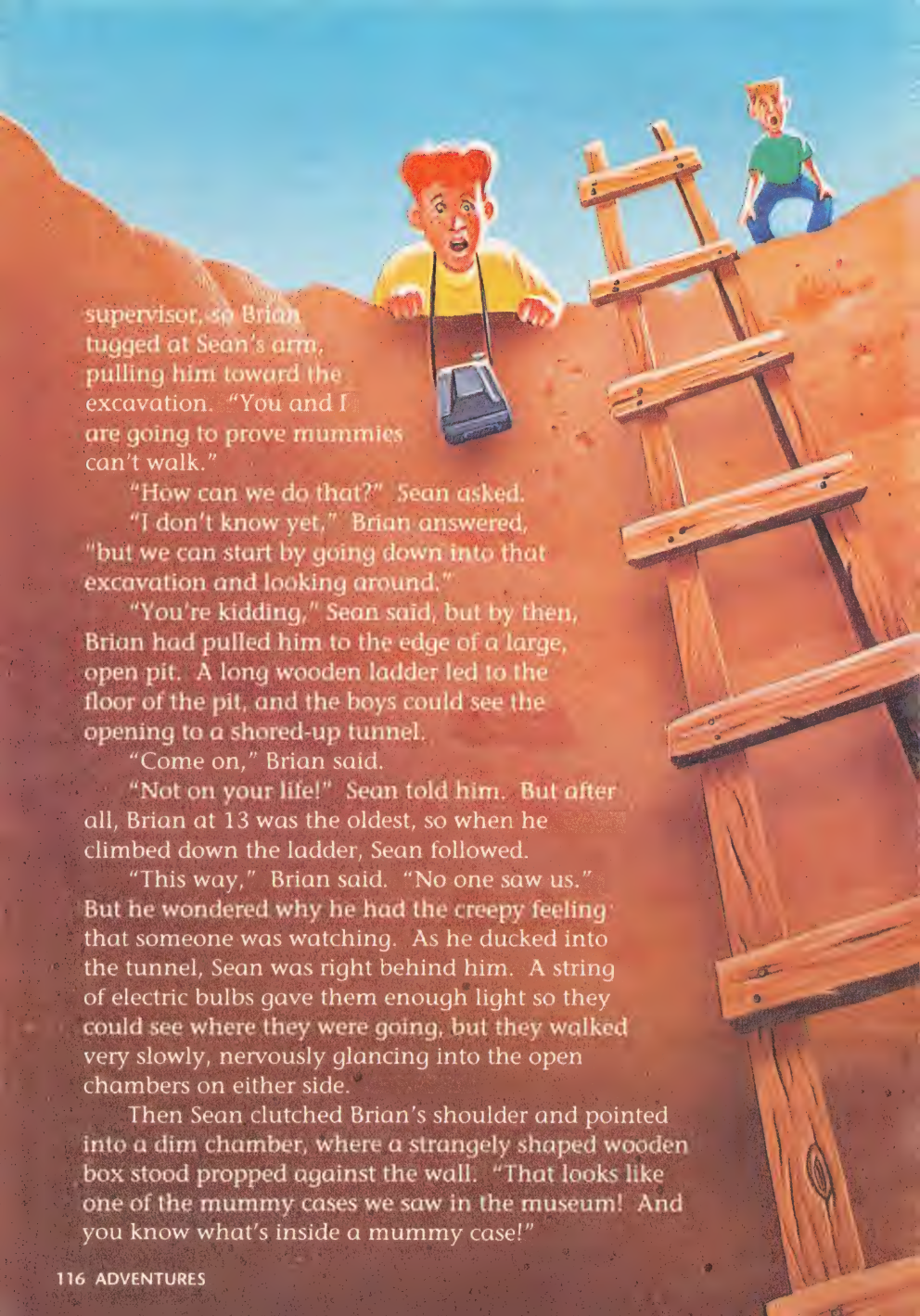
The van stopped with a screech, and the Quinns jumped out, following Mr. Nyazi. He listened to what a supervisor had to tell him, then turned to Mr. Quinn with a sigh. "All of the workmen refuse to go into the excavation. They have heard some silly story about it being haunted by a mummy who walks. Well, we can't be bothered with that right now."

Sean gulped loudly, and Brian felt a shiver run up his backbone. "If mummies are dead," Sean whispered to Brian, "then how can they walk?"

"They can't," Brian said. "Unless . . ."

"Unless what?"

Mr. and Mrs. Quinn walked off with Mr. Nyazi and his



supervisor, so Brian tugged at Sean's arm, pulling him toward the excavation. "You and I are going to prove mummies can't walk."

"How can we do that?" Sean asked.

"I don't know yet," Brian answered, "but we can start by going down into that excavation and looking around."

"You're kidding," Sean said, but by then, Brian had pulled him to the edge of a large, open pit. A long wooden ladder led to the floor of the pit, and the boys could see the opening to a shored-up tunnel.

"Come on," Brian said.

"Not on your life!" Sean told him. But after all, Brian at 13 was the oldest, so when he climbed down the ladder, Sean followed.

"This way," Brian said. "No one saw us." But he wondered why he had the creepy feeling that someone was watching. As he ducked into the tunnel, Sean was right behind him. A string of electric bulbs gave them enough light so they could see where they were going, but they walked very slowly, nervously glancing into the open chambers on either side.

Then Sean clutched Brian's shoulder and pointed into a dim chamber, where a strangely shaped wooden box stood propped against the wall. "That looks like one of the mummy cases we saw in the museum! And you know what's inside a mummy case!"

"Don't make so much noise!" Brian said. "Be quiet and listen! I thought I heard a tapping sound up ahead."

But at that moment the door of the mummy case slammed open, and out climbed a figure whose wrappings were torn and tattered. Although strips of dirty gauze were wound around its head, covering its sightless eyes, it held out claw-like hands and staggered right toward Sean and Brian!

Sean and Brian raced out of the tunnel, dashed across the excavation pit, and scrambled up the ladder before they dared to look back. There was no sign of the mummy.

Sean caught his breath and shouted, "Bri! There *is* a walking mummy down there!"

"That wasn't a real mummy," Brian told him. "A real mummy doesn't wear desert boots. What we saw was somebody dressed up like a mummy, probably to scare the workmen away."

"We'd better tell Dad."

"Not yet. Mr. Nyazi said a mummy who walks was a silly story. He'll think we believed it, too, unless we give him some proof." He pointed at Sean's instant camera. It would give them the photo—and the proof—immediately.

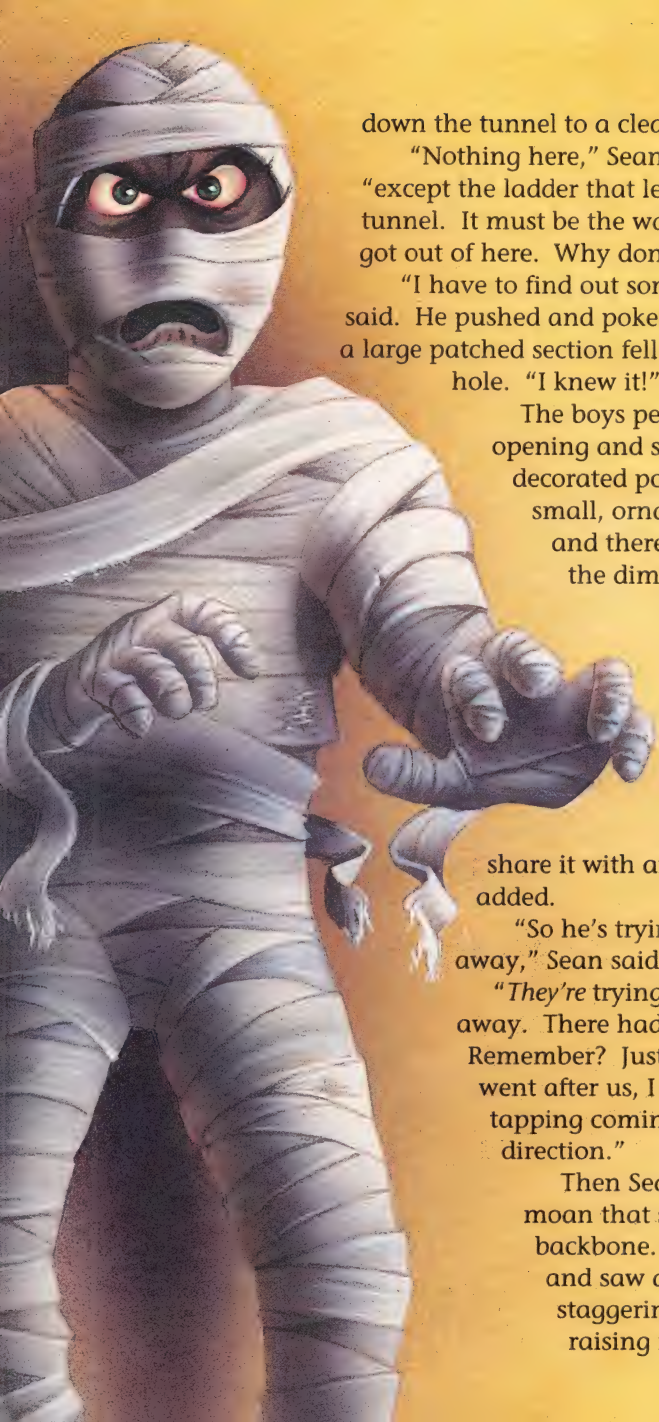
Sean took a step backward. "Oh, no, you don't!" he said. "I'm not going to take a picture of a mummy!"

"Just one picture," Brian insisted. "Then we can beat it out of there and show the picture to Dad. Maybe it will even help him find the thieves."

Sean wasn't too happy about it, but he followed Brian back down the ladder, across the open pit, and into the tunnel. A heap of dirty gauze strips lay in the bottom of the open mummy case. "That's all that's left of the fake mummy," Brian said. "I wonder what he did with the real mummy that was in this case."

Sean looked hopeful and said, "If the fake mummy's taken off his costume, then there's no way we can take his picture. So let's go, Bri!"

"Not yet," Brian told him. "If he left the excavation site, that gives us a chance to look around." He cautiously led the way



down the tunnel to a clearing at the end.

"Nothing here," Sean said nervously, "except the ladder that leads to another tunnel. It must be the way the fake mummy got out of here. Why don't we go, too?"

"I have to find out something first," Brian said. He pushed and poked at the walls until a large patched section fell away, leaving a hole. "I knew it!" he shouted.

The boys peered through the opening and saw piles of decorated pots and bowls and small, ornate statues. Here and there, gold glimmered in the dim light.

"Wow!" Sean said as he took several photographs. "Treasure!"

"Pharaohs' treasure! And whoever found it doesn't want to share it with anyone else," Brian added.

"So he's trying to scare everyone away," Sean said.

"*They're* trying to scare everyone away. There had to be two of them. Remember? Just before the mummy went after us, I heard the sound of tapping coming from this direction."

Then Sean heard a low moan that sent prickles up his backbone. He whirled around and saw a mummy staggering toward them, raising its tattered arms.

But Sean was fast. The flash of his camera lit the chamber, and he shouted, "Now we've got a picture of you! Now we've got proof!"

Their hearts pounding, Sean and Brian raced out of the tunnel, neither of them stopping until they reached their father, who was questioning some of the workmen and archaeologists.

"Dad!" Brian shouted, "we found a room filled with valuable artifacts! And so had the thieves! And guess what! That walking mummy wore desert boots!"

Everyone looked at each other's shoes. Some of the men wore sandals, some wore tennis shoes, and a few were barefoot. The only desert boots were on the feet of two of the archaeologists.

When they saw everyone staring at them, the two archaeologists immediately pointed at each other and said, "It was *his* idea!"

Scowling, Mr. Nyazi motioned for two guards to arrest the thieves. They were handcuffed and led off to the van that would take them to jail.

Sean waved his photo. "Here's more proof! It's a picture I took of the fake mummy just two minutes ago!"

"But these men have been standing here for the past fifteen minutes," his dad said. He studied the photo and added, "There's no mummy in this photo, Sean. There's only an empty room."

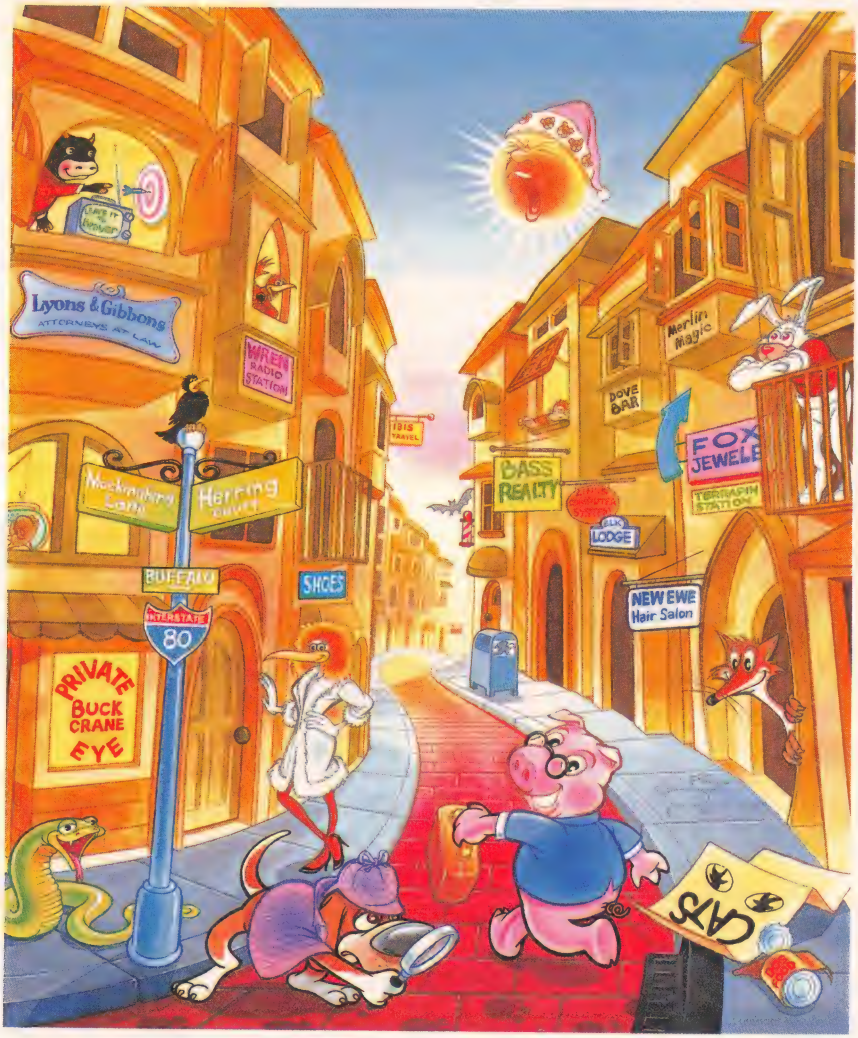
Sean stared at the photo, too. "Bri," he murmured, "what did you and I see?"

"Something," Brian whispered, "that couldn't be photographed!"

Sean glanced back at the pit and quickly grabbed his dad's arm. "Let's get out of here fast!" he said. "No more mummies! Let's go back to Cairo and ride a camel!"

ZOO TOWN

Can you find 35 animals and references to animals in the scene below?

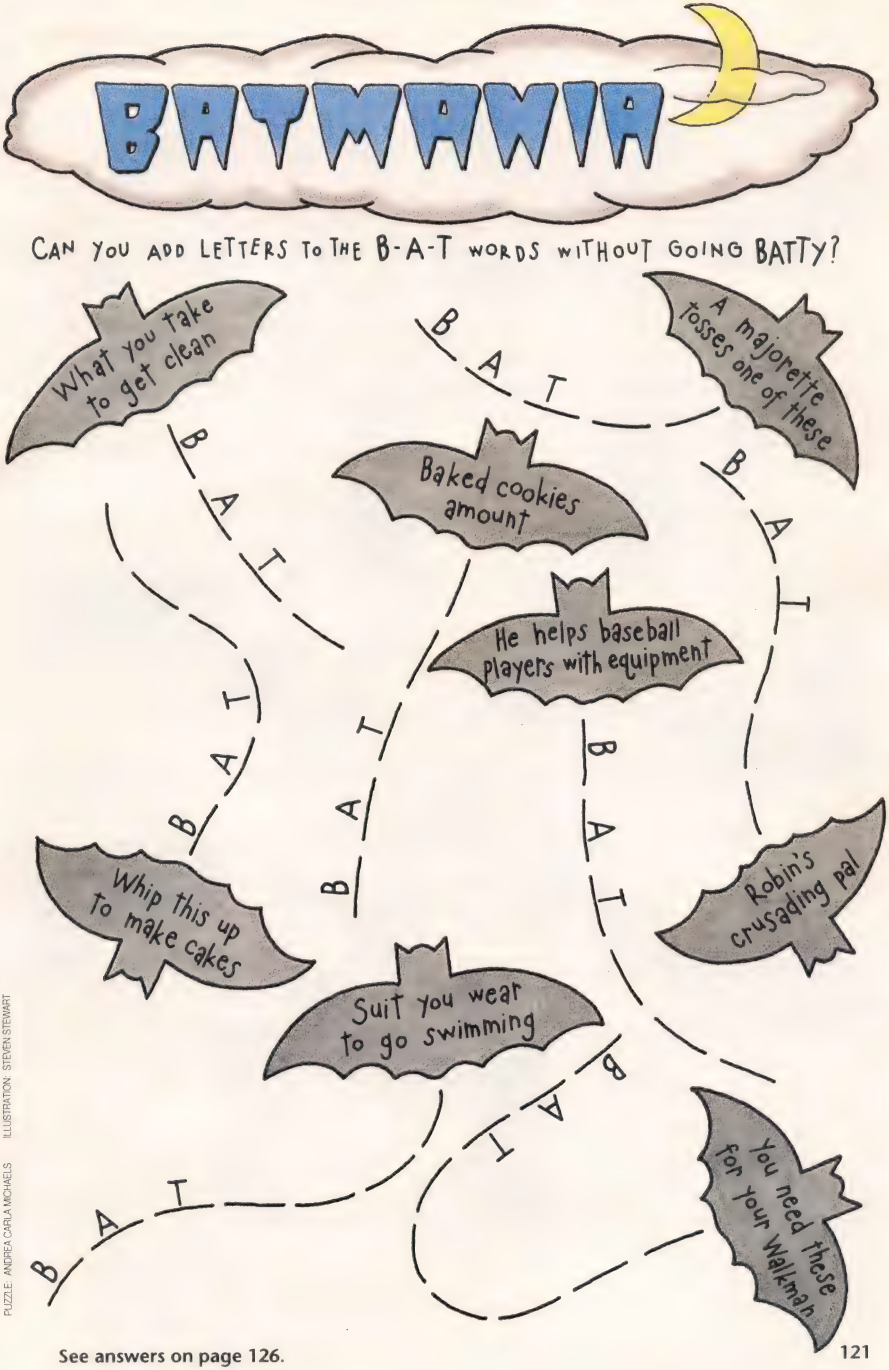


PUZZLE AND ILLUSTRATION: STEVE SMALLWOOD

See answers on page 126.

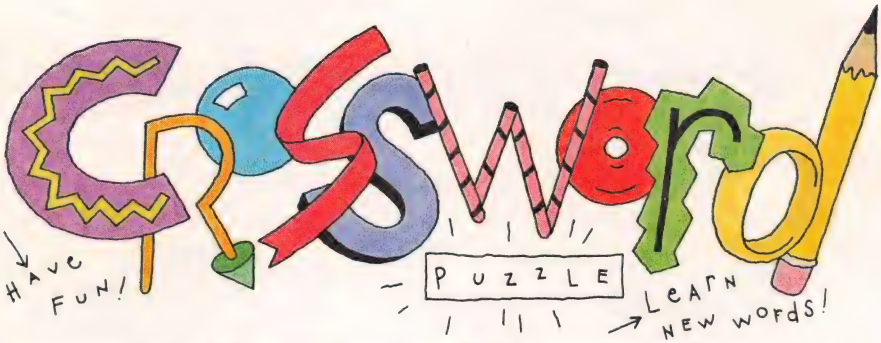
BATMANIA

CAN YOU ADD LETTERS TO THE B-A-T WORDS WITHOUT GOING BATTY?


What you take to get clean
B A T
A majorette tosses one of these
Baked cookies amount
B A T
B A T
He helps baseball players with equipment
B A T
B A T
Whip this up to make cakes
Robin's crusading pal
Suit you wear to go swimming
B A T
B A T
You need these for your Walkman

PUZZLE: ANDREA CARLA MICHAELS ILLUSTRATION: STEVEN STEWART

See answers on page 126.



1	2	3	■	4	5	6	■	7	8	9	10	11
12			■	13			■	14				
15			■	16			■	17				
18			19	■	20		21			■	■	■
■	22			23	■	24			■	25	26	27
■	■	■	28		29			■	30			
31	32	33				■	34	35				
36				■	37	38				■	■	■
39			■	40			■	41		42	43	■
■	■	■	44				45	■	46			47
48	49	50			■	51		52	■	53		
54					■	55			■	56		
57					■	58			■	59		

PUZZLE: ANURA CARLA MICHAELS ILLUSTRATION: STEVEN STEWART

→ Answers on page 126.

ACROSS

1. First number
4. Second number
7. Third number
12. Gun a motor
13. Whack a baseball
14. Valentine shape
15. First woman in the Bible
16. Suffix for number, like twenty
17. Prefix for violet
18. Give a book for a short time
20. Listened to
22. Routes (abbreviation)
24. Rooms (abbrev.)
25. Gorilla
28. Got out of bed
30. Neighborhood
31. Old-fashioned sitting room
34. What bees seek
36. Many (2 words)
37. Popular contraction
39. Spider's home
40. Ask for money on the street
41. Collies, dalmatians, etc.
44. Leaves in the oven too long
46. Train track
48. Scrubs a pan thoroughly
51. Frozen water
53. L—P alphabet trio
54. "We _ _ _ _ _ Overcome"
55. "You're it!" game
56. A conceited person has a big one
57. Opposite of late
58. School subject (abbreviation)
59. Supersonic jet initials

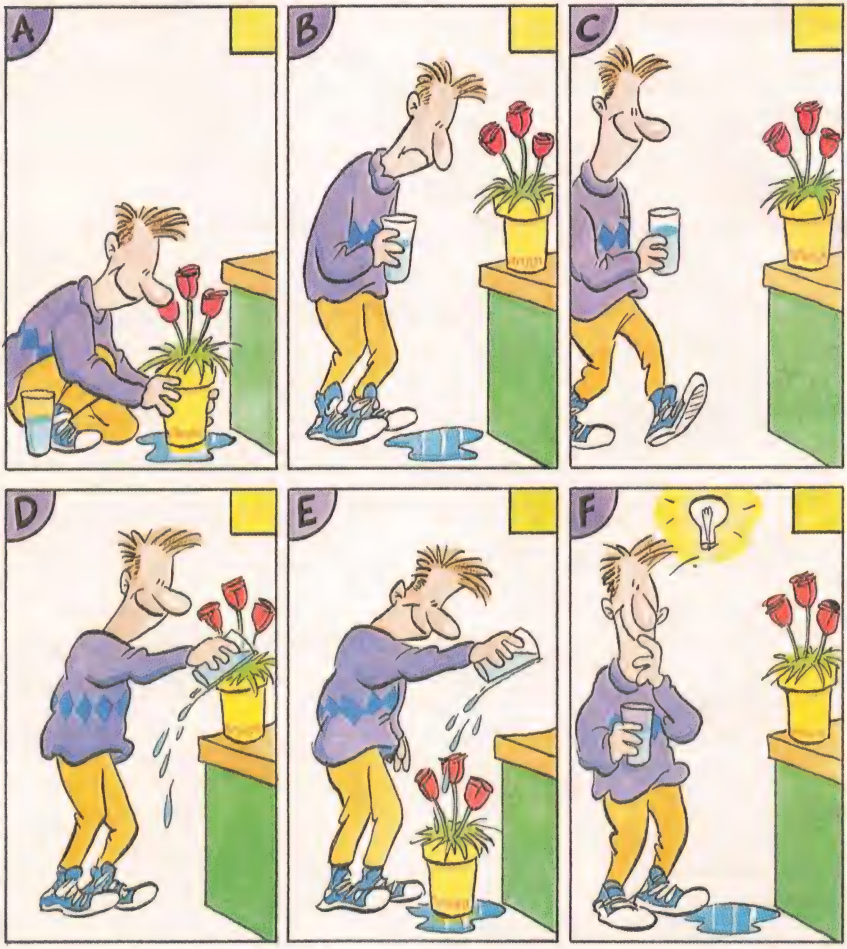
DOWN

1. Baseball pitcher Hershiser
2. At no time
3. Special occasion
4. Most common article
5. Along side of
6. Different ones
7. Calendar abbreviation
8. Had in your hands
9. Type of mouse
10. Make a mistake
11. Greek letter
19. Hands out cards
21. Change, like a law
23. Standing Room Only (initials)
25. Paintings, theater, etc.
26. Small green pod vegetable
27. What you hear with
29. Ask for food at a restaurant
30. Player in a movie or play
31. Dog or cat foot
32. Ginger _ _ _
33. Steal
35. Finish
38. Start a fire
40. Heavily built
42. Tag, Simon Says, for example
43. Chants a song
44. Cow's pal
45. Look quickly, as with radar
47. Pirate's booty
48. Direction; abbreviation for South-Southeast
49. Part of a dance
50. Rowboat part
52. What a chicken lays

Did you solve the puzzle using a pen or a pencil?

WARNING: THIS PAGE Out of Order

Maybe you can fix this comic strip so that its story makes sense. Carefully examine what's going on in each picture, then number each box (in the right-hand corner) in the order it should happen.



PUZZLE AND ILLUSTRATION: ROBERT LEIGHTON

See answers on page 126.

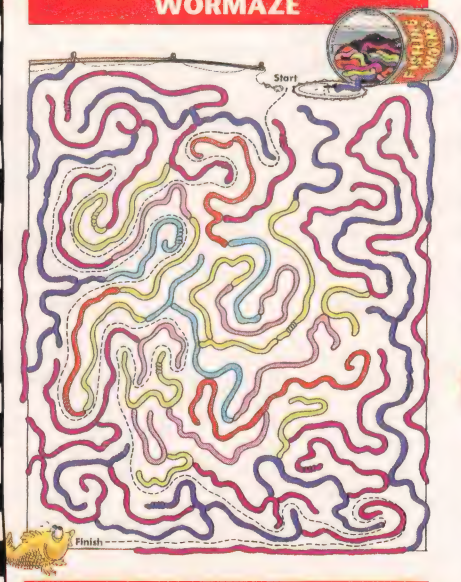
WORMAZE

Quick! If you want to catch this fish, draw a line through all the worms from the hook to the fish's mouth.

PUZZLE: DOUGLAS BYRNE ILLUSTRATION: JENNIFER L. NELSON

See answer on page 126.

WORMAZE



CROSSWORD

1 O	2 N	3 E	■	4 T	5 W	6 O	■	7 T	8 H	9 R	10 E	11 E
12 R	E	V	■	13 H	I	T	■	14 H	E	A	R	T
15 E	V	E	■	16 E	T	H	■	17 U	L	T	R	A
18 L	E	N	19 D	■	20 H	E	21 A	R	D	■	■	■
■	22 R	T	E	24 S	■	25 R	M	S	■	27 A	P	E
■	■	■	28 A	R	29 O	S	E	■	30 A	R	E	A
31 P	32 A	33 R	L	O	R	■	34 N	35 E	C	T	A	R
36 A	L	O	T	■	37 D	38 I	D	N	T	■	■	■
39 W	E	B	■	40 B	E	G	■	41 D	O	42 G	43 S	■
■	■	■	44 B	U	R	N	45 S	■	46 R	A	I	L
48 S	49 C	50 O	U	R	■	51 I	C	52 E	■	53 M	N	O
54 S	H	A	L	L	■	55 T	A	G	■	56 E	G	O
57 E	A	R	L	Y	■	58 E	N	G	■	59 S	S	T

OUT OF ORDER

A 5
B 3
C 1
D 2
E 6
F 4

BATMANIA

Bath
Baton
Batter
Batch
Batman
Batboy
Bathing
Batteries

ZOO TOWN

1. Bull
2. Beaver ("Leave It to Beaver")
3. Lions (Lyons & Gibbons Attorneys at Law)
4. Gibbons (Lyons & Gibbons Attorneys at Law)
5. Wren (WREN radio station)
6. Robin
7. Mockingbird (Mockingbird Lane)
8. Herring (Herring Court)
9. Crow (on sign post)
10. Fish (in fishbowl)
11. Buffalo (sign)
12. Buck (Buck Crane Private Eye)
13. Crane (Buck Crane Private Eye)
14. Snake
15. Bloodhound
16. Stork
17. Ibis (Ibis Travel)
18. Bat
19. Eagle (Mailbox)
20. Pig
21. Dog (dog food can)
22. Cats (*Cats* poster)
23. Chicken (drawn on sidewalk)
24. Fox
25. Ewe (New Ewe Hair Salon)
26. Terrapin (Terrapin Station)
27. Fox (Fox Jewelers)
28. Rabbit
29. Merlin (Merlin Magic)
30. Dove (Dove Bar)
31. Lynx (Links Computer System)
32. Elk (Elk Lodge)
33. Bass (Bass Realty)
34. Ape
35. Bears (teddy bear heads on nightcap)

ANSWERS

Disney Adventures

VILLAIN CONTEST

CREATE YOUR OWN COLLECTOR CARD

Darth Vader slices his enemies with a lightsaber. Cruella de Vil makes coats out of dalmatians. The Joker shakes hands with a deadly joybuzzer. Boris and Natasha steal government secrets. Could there be anyone nastier than these dastardly dudes? Maybe you can create the world's best (or worst) villain! If you do, the winning card will appear in an issue of DISNEY ADVENTURES!

Send us your rudest, meanest, mightiest, most inventive villain. Enter the first annual DISNEY ADVENTURES VILLAIN CONTEST.

Here's how:

First, draw or describe your villain on a piece of paper no larger than 8 inches by 12 inches. Then, on the back, fill in these vital statistics about your villain:

- NAME
- BIRTHPLACE/ORIGIN
- HEIGHT AND WEIGHT
- LOOK
- TOOLS
- SPECIAL POWERS/FEATURES
- HOW HE/SHE/IT BECAME A VILLAIN
- WHO HE/SHE/IT HATES MOST
- WHAT STOPS HIM/HER/IT

Villains from the 12 winning entries will be drawn onto collector cards by a comics artist. A mystery celebrity villain will do the final judging and divide the top entries into three categories: bronze, silver and gold winners, all to appear in future issues of the magazine.

Just remember, you have to create the villain yourself. Your completed entry has to be *in the mail* by March 11, 1992. You have to be at least seven years old (but no more than 14 years old) on March 11, 1992. Fill out the entry form *completely*. Keep a copy of your villain drawing and vital statistics. We can't return the ones you send to us.

OFFICIAL RULES

NO PURCHASE NECESSARY

1. All entries must be postmarked by March 11, 1992, and mailed to Villain Contest, DISNEY ADVENTURES, 500 South Buena Vista Street, Burbank, CA 91521-6018. Attach the completed entry form to your villain drawing or description. Mechanically reproduced entry forms are acceptable. Winners will be chosen on or about March 20, 1992, on the basis of originality. The magazine's editors will serve as preliminary judges. A mystery celebrity will select four bronze winners, four silver winners and four gold winners from the 12 finalists. All decisions of the celebrity judge and of the editors are final. The identity of the mystery celebrity will be disclosed in a future issue of the magazine.
2. Limit one entry per person and one prize per household. The contest is open to residents of the United States, including its territories and military installations. Employees of Walt Disney Magazine Publishing Group, Inc., The Walt Disney Company, or their affiliated companies, and the families of each are excluded from this contest. All submissions become the property of Walt Disney Magazine Publishing Group, Inc., and will not be returned. By entering you agree that DISNEY ADVENTURES has the right to reprint submissions in any way, shape or form it deems necessary.
3. Walt Disney Magazine Publishing Group, Inc., is not responsible for lost, late or misdirected mail.
4. This contest is void where prohibited by law. All federal, state and local laws apply to this contest. Odds of winning depend on number of entries and quality of submissions.
5. The winners will be notified by mail.
6. No substitution or transfer of prizes is permitted.
7. All federal, state and local taxes on prizes are the sole responsibility of the winner and/or their parent/legal guardian.
8. Acceptance of a prize constitutes permission to use the winner's name and/or likeness for advertising, trade purposes and promotional use without further compensation.
9. All prizes will be awarded. Each of the 12 Grand Prizes includes publication of the winners' villain statistics and an artist's rendering from the drawing or description on a DISNEY ADVENTURES Collector Card, to appear in a future issue of the magazine.

ENTRY FORM:

NAME: _____

ADDRESS: _____

City _____ **State** _____ **Zip code** _____

PHONE # : (___) _____
(area code)

BIRTH DATE: _____/_____/_____
(month/day/year)

This villain is my original creation. I did not copy it from anywhere and I did not have any help creating it.

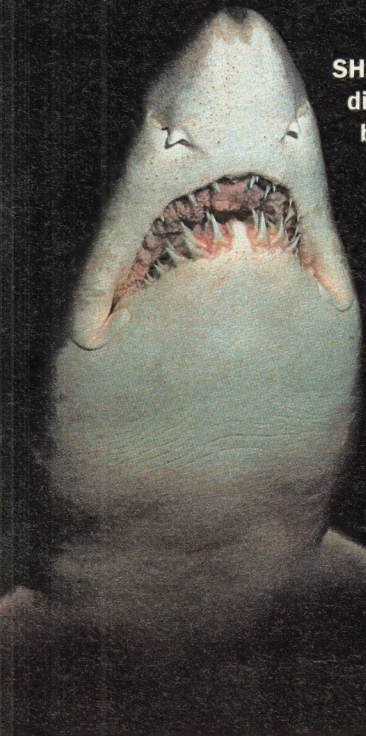
YOUR SIGNATURE: _____

ONE OF YOUR PARENT'S SIGNATURES: _____

DATE: _____

© 1992 The Walt Disney Company

COMING UP IN THE NEXT Disney Adventures



SHARK MANIA!—In BIG ADVENTURES, we discover there's more to sharks than their bite! We explore bizarre sharks, scary shark stories and lots more.

TORNADO CHASERS—There are people who race after tornadoes just to find out where these killer storms will strike next. Who *are* they and what is it like being caught in a tornado?

SURF'S UP!—Cowabunga, dude! Get stoked on the latest surfer-speak, surf-wear and surf stories.

THE GATES OF SHAMBHALA, Part 2: Idol Chatter—Baloo, Kit and Rebecca follow Lucius further into danger as they search for the lost city of Shambhala!

ON SALE AT NEWSSTANDS ON MARCH 10!

Cover photography by Michael Grecco/Outline; hair and makeup by Matt Dannon; pencil by Jim Mitchell; painting by Eddie Young; Page 1: illustrations by Eddie Young and Marc Brown; Page 3: background illustration by Marc Brown; Page 13: courtesy of Motown Record Company; courtesy of Select Records; Page 14: Kenneth S. Burgi; Craig Blankenhorn/© 1991 LucasFilm Ltd., all rights reserved; Page 15: James Bond Jr.™ and © 1991 Danjaq S.A. and United Artists Corp.; Page 16: Dirk Halstead/© 1991 MGM-Pathe Communications Co., all rights reserved; Ray Bonar/© NBC Photo; Page 35: Michael Fogden/Animals Animals; Fritz Prenzel/Animals Animals; © Zig Leszczynski/Animals Animals; Page 36: © Michael Dick/Animals Animals; © Zig Leszczynski/Animals Animals; Page 37: Fritz Prenzel/Animals Animals; Juan M. Reujiko/Animals Animals; © Stephen Dalton/Animals Animals; Page 38: E. R. Degginger/Animals Animals; © Zig Leszczynski/Animals Animals; Page 39: © Zig Leszczynski/Animals Animals; John Gerlach/Animals Animals; J.H. Robinson/Animals Animals; Page 40: R. Fox; Page 43: © Leonard Lee Rue III/Animals Animals; © Zig Leszczynski/Animals Animals; Page 53: illustration by Eddie Young; Pp. 53-67: all border illustrations by Eddie Young; Pp. 56, 58, 61, 64: time line illustrations by Steven Stewart; Page 56: © Lee Boltin; Page 58: The Granger Collection; Page 60: © Seth Joel; Page 61: © D. Goldberg/Sygma; Page 64: Royal Ontario Museum; © Jonathan Blair/Woodfin Camp & Associates, Inc.; Page 65: The Granger Collection; Pp. 76-77: courtesy of Mazda Research and Development; courtesy of Toyota Motor Sales, U.S.A. Inc.; Pp. 78-79: courtesy of Chevrolet Motor Division; courtesy of Toyota Motor Sales, U.S.A. Inc.; courtesy of Pontiac Motor Division; Pp. 80-81: The Granger Collection; courtesy of The Jerde Partnership, Inc.; Page 82: courtesy of The Jerde Partnership, Inc.; G. Hinterleitner/Gamma Liaison; Page 84: Paperboy screen shot courtesy of Tengen; Quackshot screen shot courtesy of Sega of America, Inc.; Pp. 103-112: Albertville logotype and sports pictograms © COJO used with permission of the "XVI Olympic Winter Games of Albertville and Savoie"; Page 103: Gerard Vandystadt/Allsport USA; Page 105: Tim Defrisco/Allsport; Pp. 106-107: © Gerard Vandystadt/Allsport; Page 108: © duomo 1987, all rights reserved; Pp. 110-111: © Allsport Photographic Ltd.; UPI/Bettmann; Page 112: © Cy White 1990/Photo Action USA; Page 128: © Lynn Funkhouser/Peter Arnold, Inc.

PRO SET PRESENTS

Collectible Cards Inspired by the Most Beautiful Love Story Ever Told.

Collect all 95
colorful & charming cards including:
10 Color-Me Activity Cards
and 10 Magic Mirror Cards.

PRO SET®

© The Walt Disney Company

© 1992 Pro Set Inc.

AN ADVENTURE WITH ARIEL IS IN YOUR HANDS.

Make a happy ending happen in this great game starring one of your favorite characters.

Go under the sea to help Ariel dodge the pesky eels, Flotsam and Jetsam, while picking up human possessions. Be on board when Prince Eric gets in his boat to battle the evil Sea Witch, Ursula. Then get ready to lead Ariel out of the water and into the arms of her true love, Eric.

TIGER ELECTRONICS INC.™

© 1991 Tiger Electronics, Inc.
980 Woodlands Parkway, Vernon Hills, Illinois 60061

© The Walt Disney Company